Type-0 101: The Fundamentals of War

Your Party

Active Members and Reserve Members

Those who actually fight in battle are called active members, and those who wait to switch in are called reserve members. During a mission, active members and reserve members are all party members. Those characters who are not party members cannot participate in any battles during a mission.

Organizing Your Party

There are only some circumstances when you can organize party members. Depending on the situation, the characters who can join the party will differ.

Organizing Members by Status

First, choose the members who will take part in the mission. Then, after deciding what to equip and the squad command, you can decide who from your party members should be active members. The rest become reserve members. Apart from RTS missions, you can normally choose up to three active members. The initial character you choose as an active member will be the active leader by default.

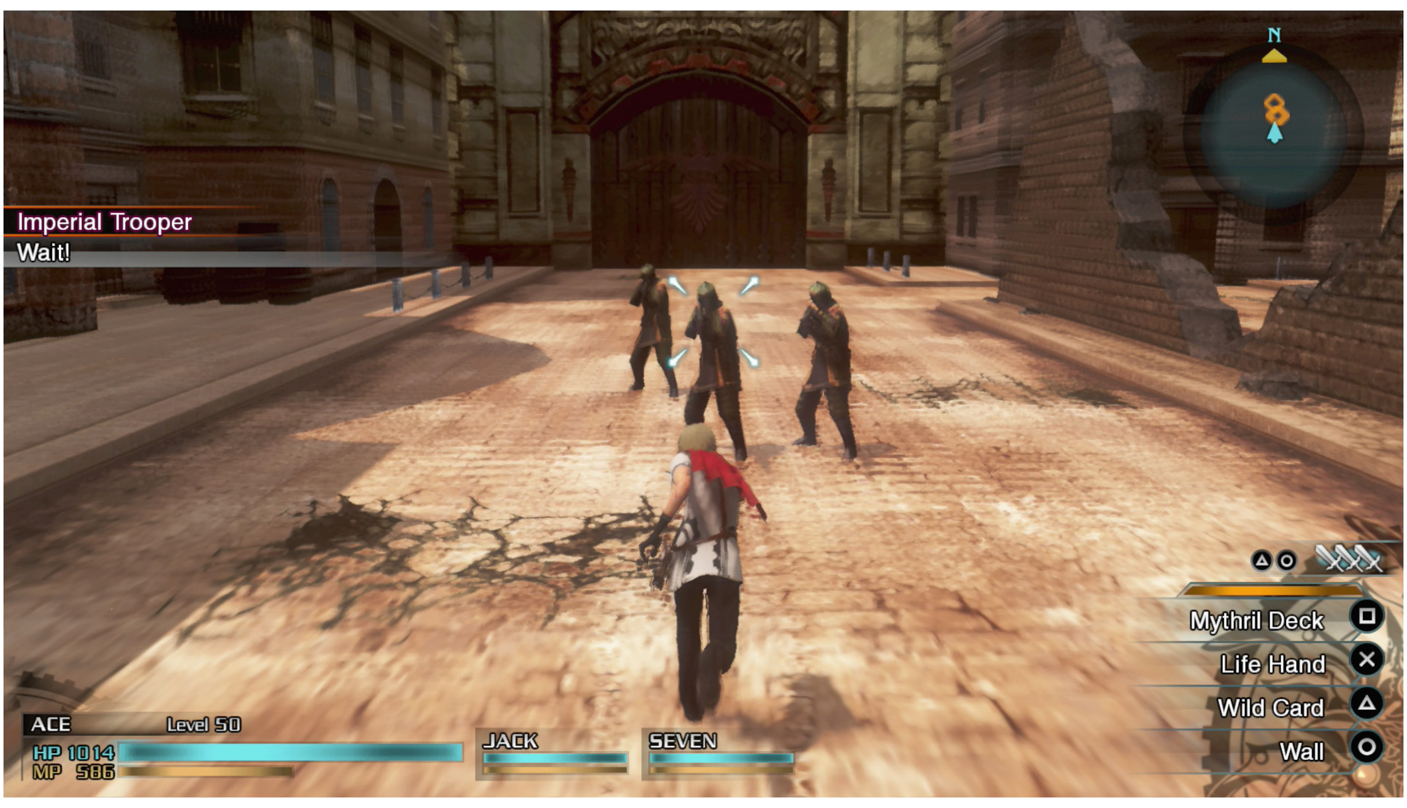
Active members that have joined from the pool of reserve members will be invincible for eight seconds.

When switching your active leader, the new active leader will attack the surrounding area with a shock wave, and the old active leader and new active leader will switch positions. These two characters will be invincible until they have switched positions (until the character you now control has finished its switch pose).

Party Characteristics

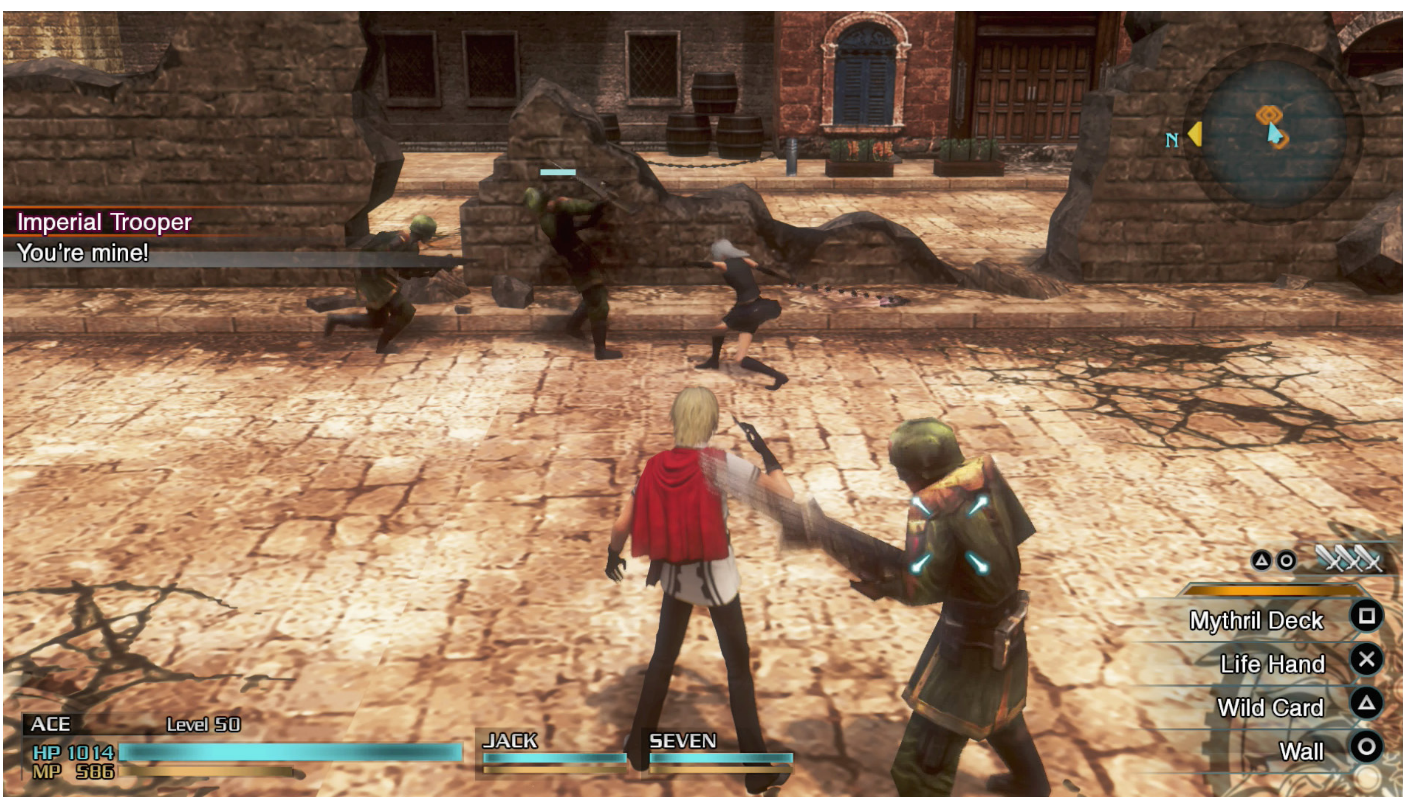
Active members (your allies) other than the active leader have several special characteristics.

Follow the Active Leader


N
Imperial Trooper
Wait!
Mythril Deck
Life Hand
Wild Card
Wall
ACE
Level 50
HP 1014
MP 586
JACK
SEVEN

Normally, your party will follow the active leader when moving. However, if a party member gets caught behind a wall or some other scenery and gets separated from the active leader, the party member will warp to where the active leader is.

Individual Fighting

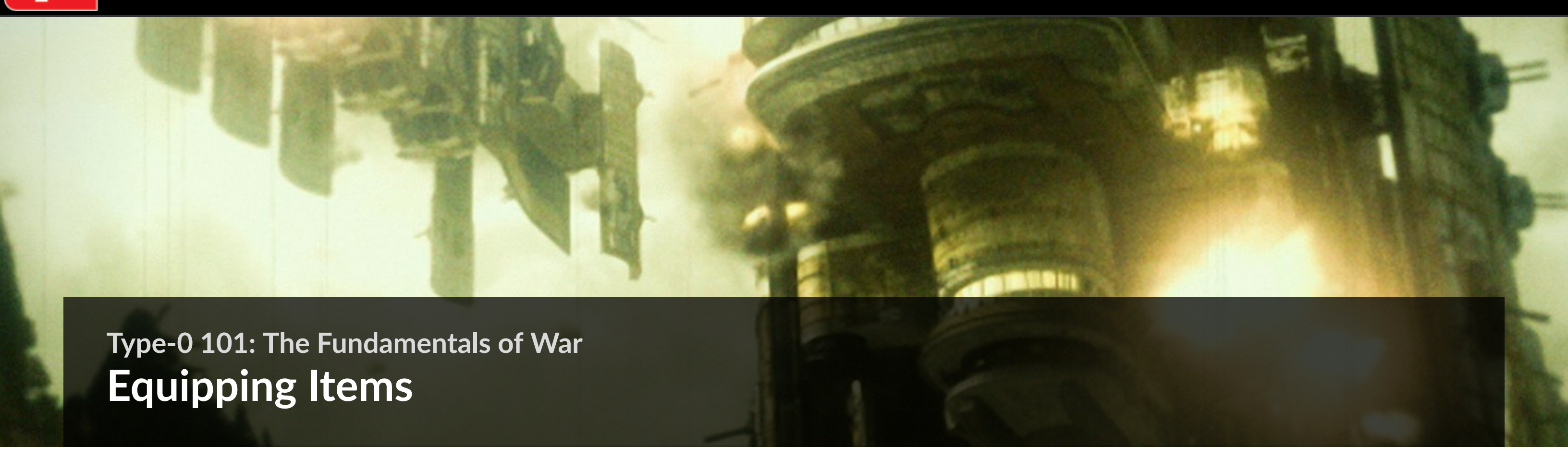

N
Imperial Trooper
You're mine!
Mythril Deck
Life Hand
Wild Card
Wall
ACE
Level 50
HP 1014
MP 586
JACK
SEVEN

Your allies choose which enemies they attack, dodge enemy attacks, and use Defense commands on their own. Party members will give priority to enemies other than the one the active leader is targeting.

Damage and MP/AP Consumption Are Reduced

N
Mythril Deck
Life Hand
Wild Card
Wall
ACE
Level 50
HP 1014
MP 586
JACK
SEVEN

The damage your allies take is halved and the costs to MP and AG are cut down to a third of normal. This will help avoid any deaths your allies might sustain from battling enemies while out of your control.



Type-0 101: The Fundamentals of War

Equipping Items

How to Equip Items

Equipping an item means making it available for use or able to be used quickly during battle. You can equip regular items, weapons, accessories, or commands. The way you equip these is different for each type.

Equipping Items or Commands

Regular items are equipped on the Items screen. Weapons, accessories, and commands are equipped from the Armament screen in the Relic Terminal.

Regular Items

You can equip only one type of regular item on the Items screen (see below). You can then use the equipped item with the press of the Down button on the Directional Pad. Any character who is the active leader can use an equipped item.

Equipping Regular Items

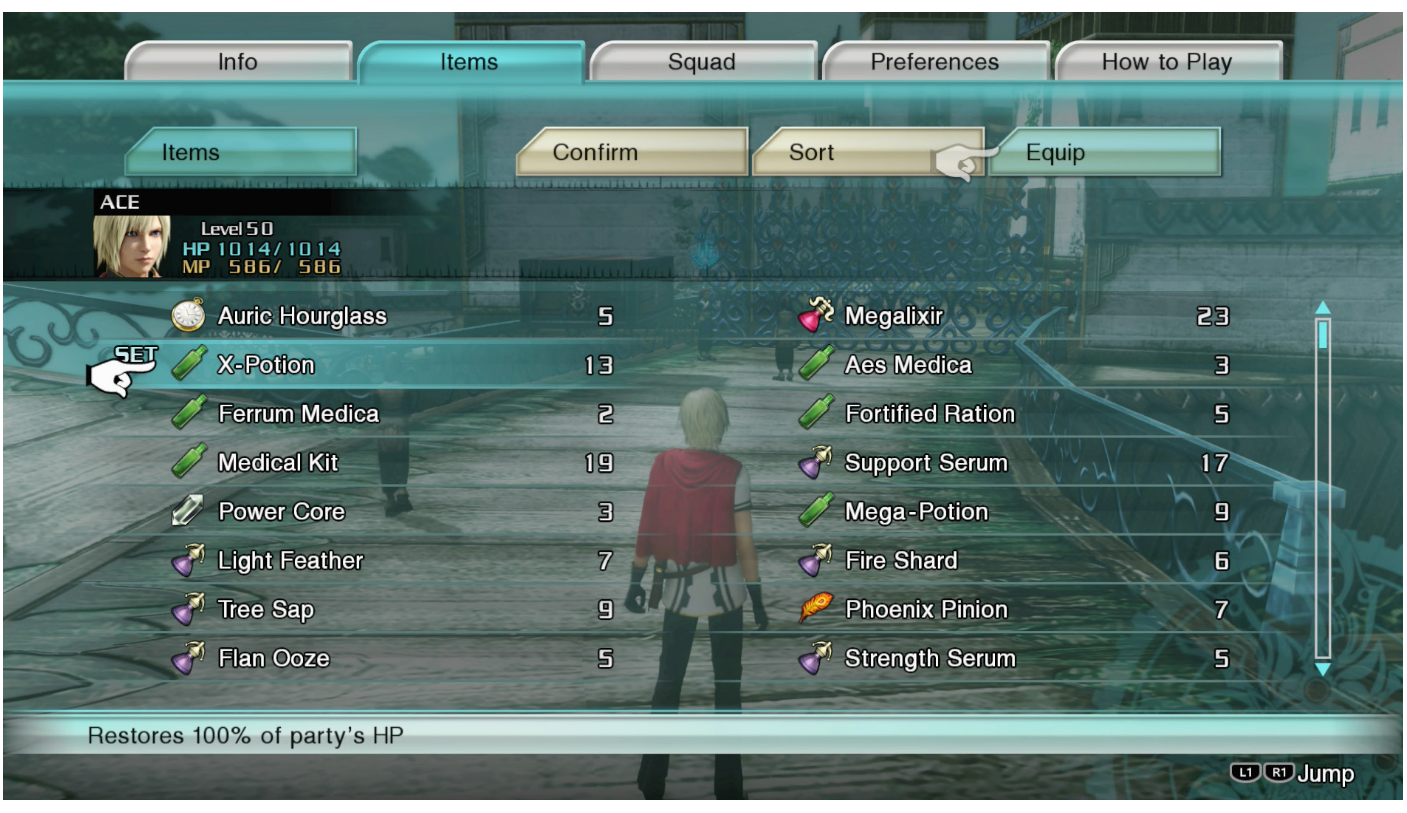
1. Open to the Info screen

2. Select the "Items" tab

3. Select "Items"

4. Select "Equip"

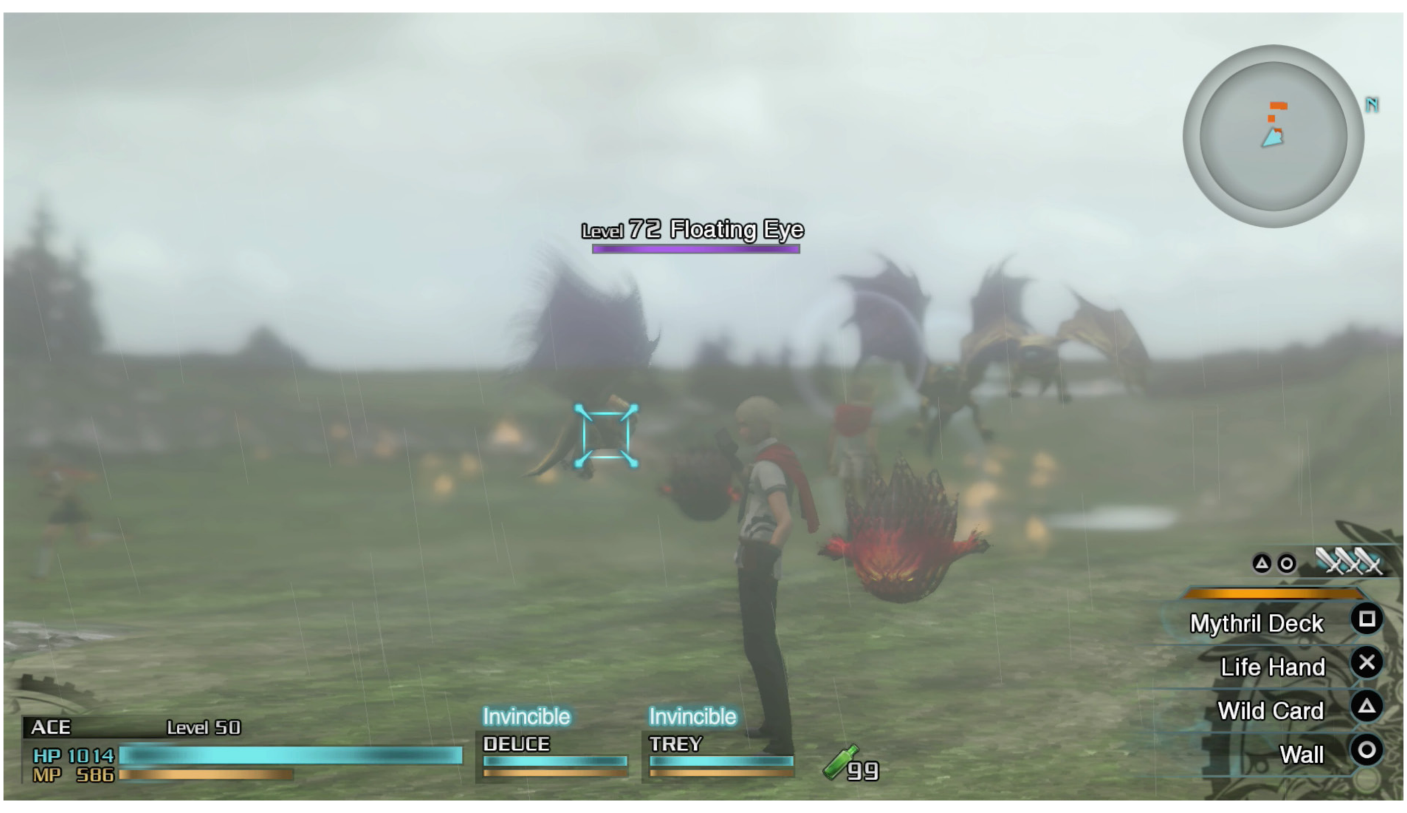
From here, select an item you want to equip. Selecting an already equipped item will un-equip it.



Auric Hourglass	5	Megalixir	23
X-Potion	13	Aes Medica	3
Ferrum Medica	2	Fortified Ration	5
Medical Kit	19	Support Serum	17
Power Core	3	Mega-Potion	9
Light Feather	7	Fire Shard	6
Tree Sap	9	Phoenix Pinion	7
Flan Ooze	5	Strength Serum	5

Restores 100% of party's HP

Items that have "SET" in the top left of their icons are currently equipped.



Icons of items that you have equipped and their remaining amounts will be shown at the bottom of the screen by the active members' health bars, during battles and missions.

Weapons/Accessories/Commands

Weapons can be equipped in any of the circumstances mentioned below. When you have decided to equip a weapon, it will appear in a slot (as shown in the screenshot below). You can decide what should be equipped for each slot. Accessories, abilities, and attack spells can be removed by pressing the assigned button.

You can equip weapons...

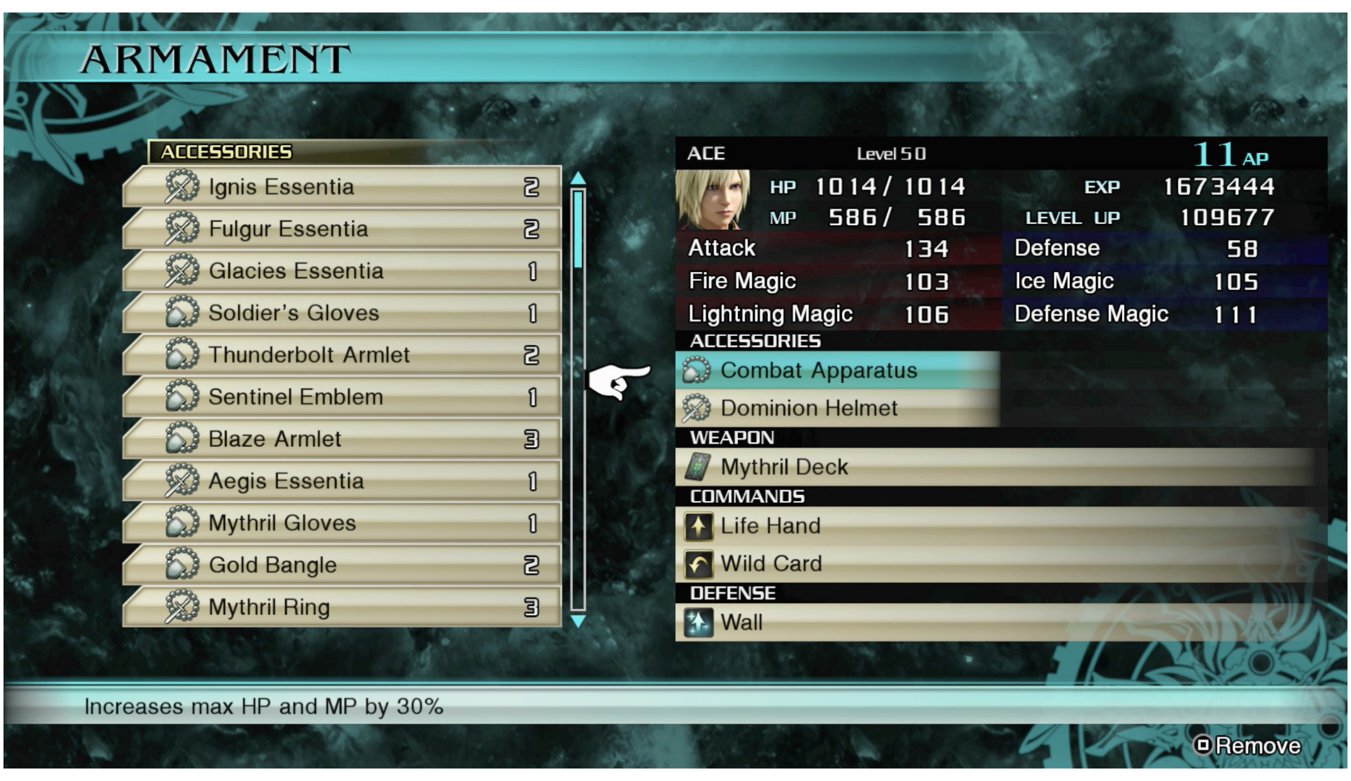
When you open the Relic Terminal and select "Armament".

After deciding who will join the party before starting a mission.

By selecting "Equip" in a store.

Note: During a mission, you can only change the equipment of party members on that mission, and only at a Relic Terminal.

Equip Slots



ACCESSORIES

Ignis Essentia	2
Fulgur Essentia	2
Glacies Essentia	1
Soldier's Gloves	1
Thunderbolt Armlet	2
Sentinel Emblem	1
Blaze Armlet	3
Aegis Essentia	1
Mythril Gloves	1
Gold Bangle	2
Mythril Ring	3

ACE Level 50 11 AP

HP	1014/ 1014	EXP	1673444
MP	586/ 586	LEVEL UP	109677
Attack	134	Defense	58
Fire Magic	103	Ice Magic	105
Lightning Magic	106	Defense Magic	111

ACCESSORIES
Combat Apparatus
Dominion Helmet
WEAPON
Mythril Deck
COMMANDS
Life Hand
Wild Card
DEFENSE
Wall

Increases max HP and MP by 30%

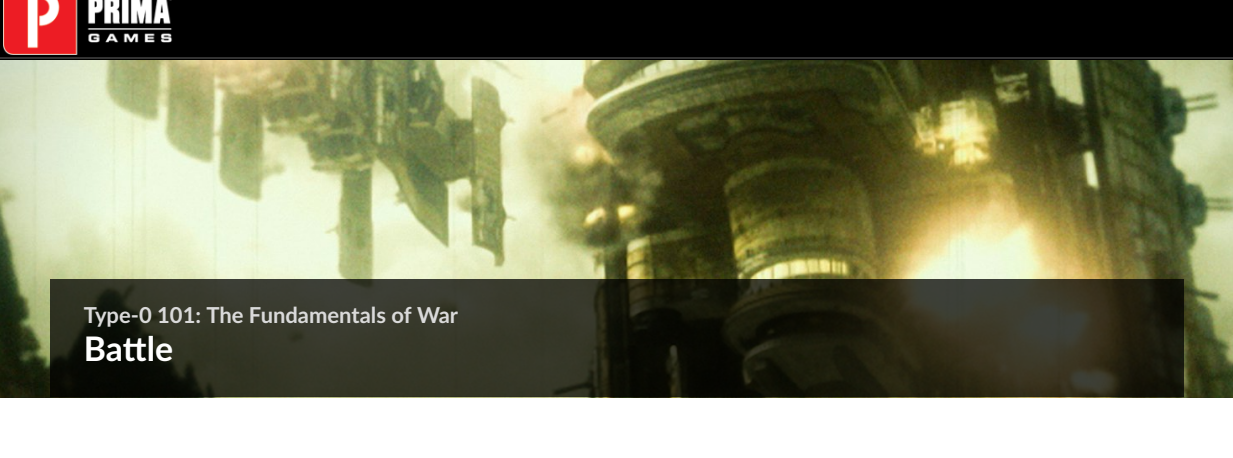
The following is a breakdown of what each section of the Armament screen does and how it functions.

Weapons: Press the normal attack button.

Accessories: The effect will be activated by equipping alone.

Defense Commands: Assigned to the Defense Command button.

Abilities or Magic: To use the ability in the top ability slot, use the Command 2 button. For the bottom ability slot, use the Command 1 button.



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Battle

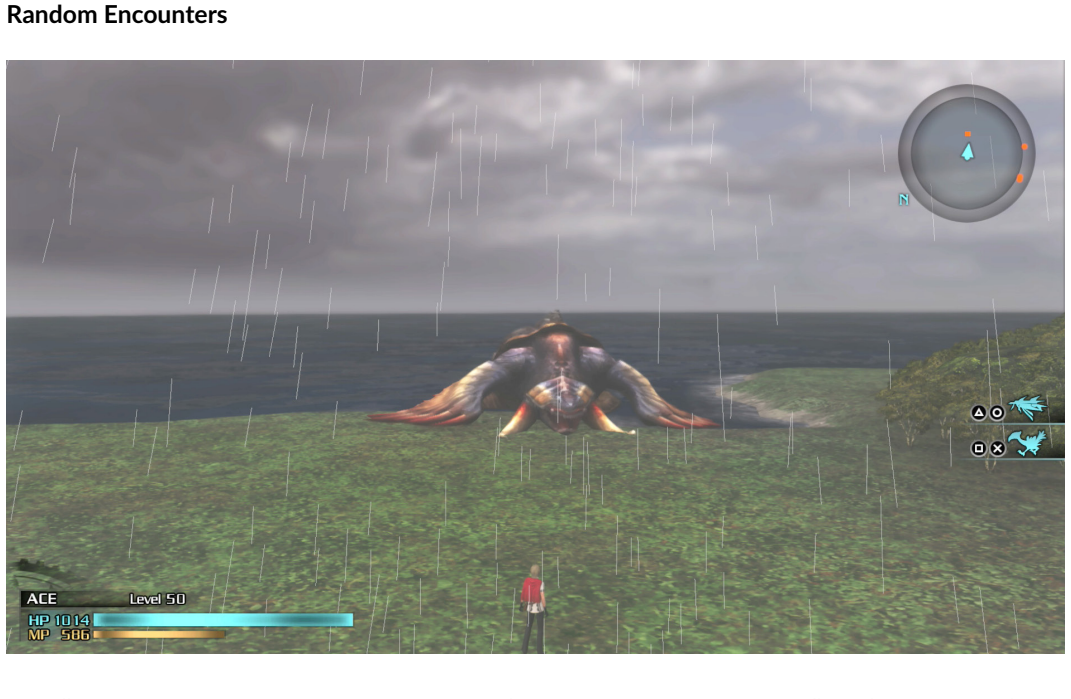
Encounters

Encounters are battles that occur on the Map of Orience. There are "random encounter battles" that happen when you're moving, and also "triggered encounter battles" that occur when you touch an enemy that is visible to you.

Combat

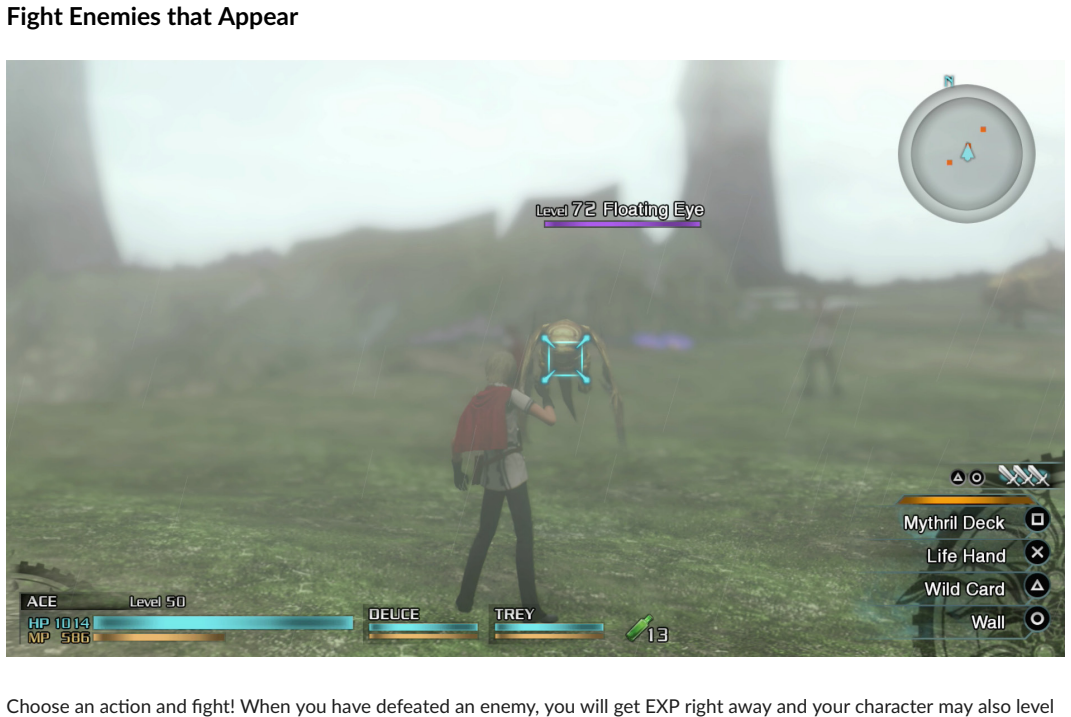
The flow of a combat encounter is different depending on if it is on the Map of Orience or elsewhere.

Random Encounters



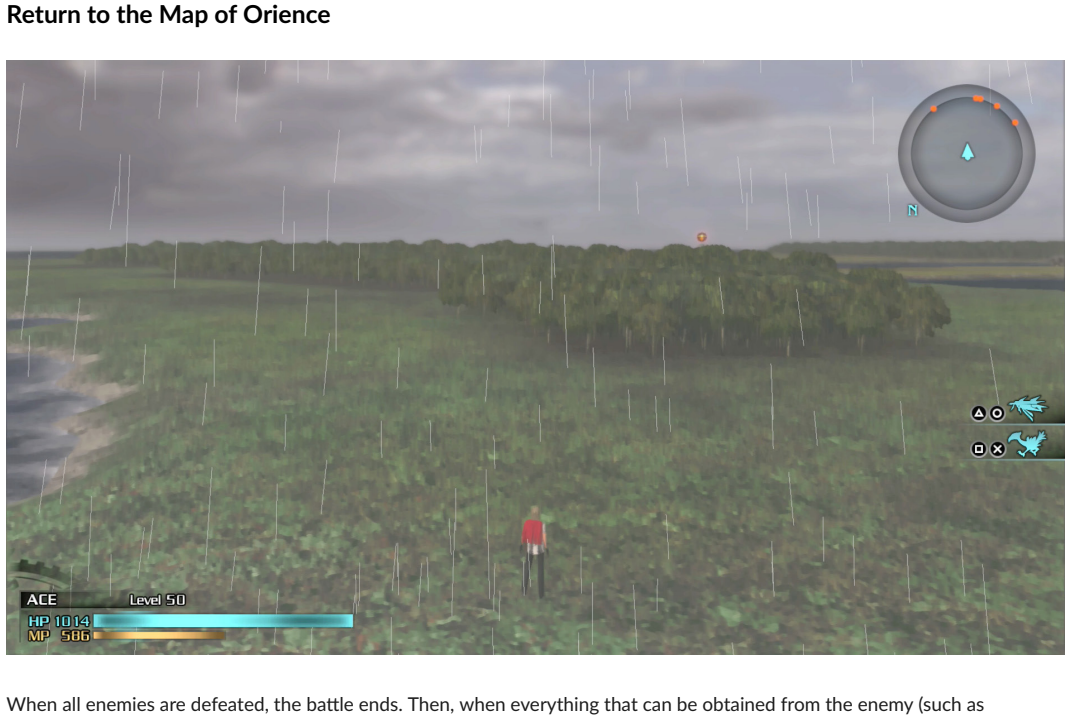
You will sometimes encounter enemies as you move across the Map of Orience. An encounter will switch you to a special battle map. If you touch any of the enemies moving around on the Map of Orience, your characters will enter a triggered encounter battle.

Fight Enemies that Appear



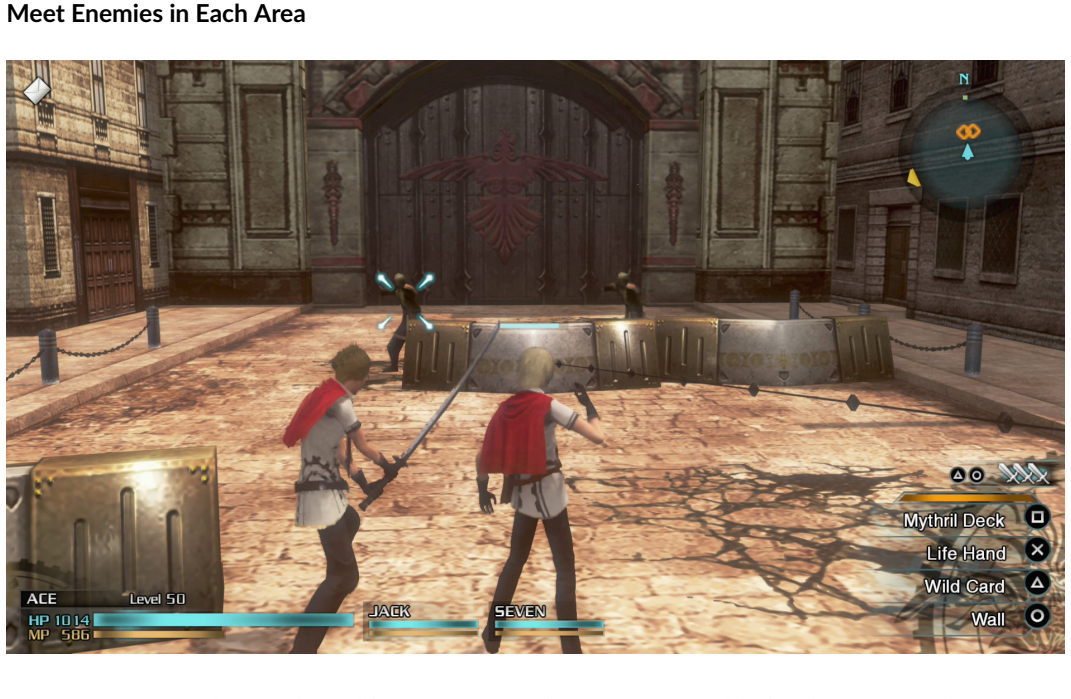
Choose an action and fight! When you have defeated an enemy, you will get EXP right away and your character may also level up.

Return to the Map of Orience



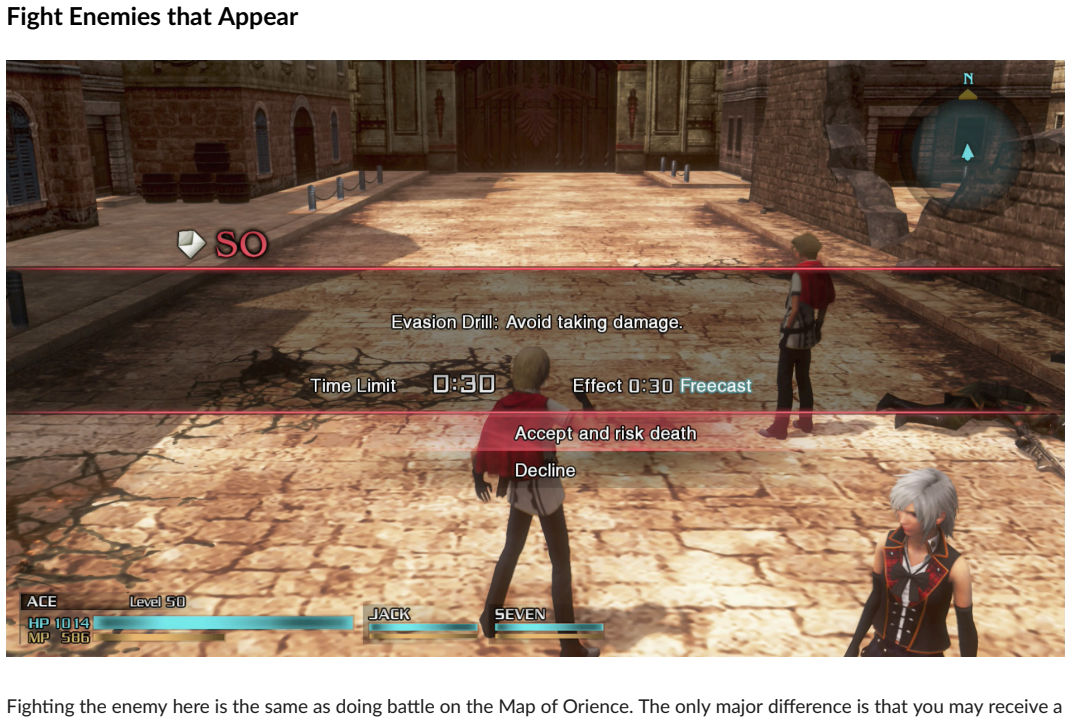
When all enemies are defeated, the battle ends. Then, when everything that can be obtained from the enemy (such as Phantoma) has been acquired, you will return to the Map of Orience or you will be prompted to fight another, stronger wave of enemies.

Meet Enemies in Each Area



During a mission or in a dungeon, there will be enemies stationed at certain points, and battle will commence with no change on the screen.

Fight Enemies that Appear



Fighting the enemy here is the same as doing battle on the Map of Orience. The only major difference is that you may receive a Special Order during a mission.

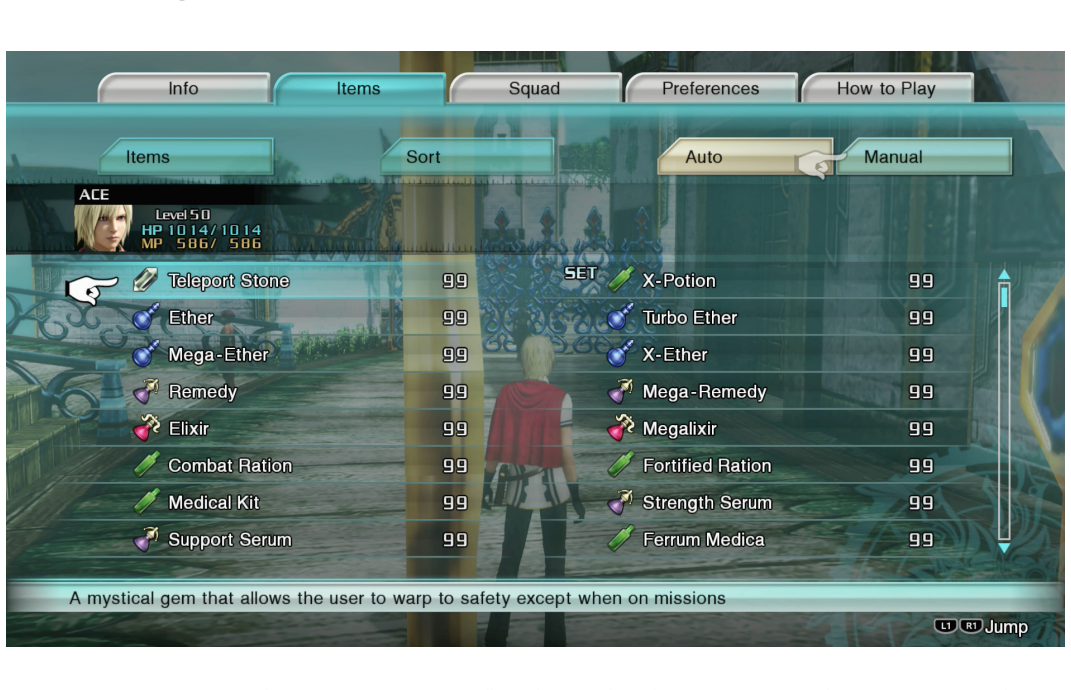
Battle Ends

Victory
Imperial Trooper

Even if you defeat all the enemies in a mission or a dungeon, there will be no change on the screen, and you will be able to continue your exploration.

After finishing an encounter battle, your HP and MP will recover and your Ability Gauge will replenish. In missions, however, you won't recover without a Recovery Portal.

Use a Teleport Stone When You Want to Flee



To run away from enemies on the Map of Orience, you will need to use the Teleport Stone item. Teleport Stones cannot be equipped. When you want to use one, you will have to open to the Items screen. But while the Items screen is open, the battle will continue, so be careful of the enemies' continuing attacks.

You cannot use a Teleport Stone during a mission, and when you run away, you will need to find a place where enemies cannot reach you. In a dungeon, other than fleeing, you can also use Teleport Stones, but remember that using a Teleport Stone will bring you to the Map of Orience.

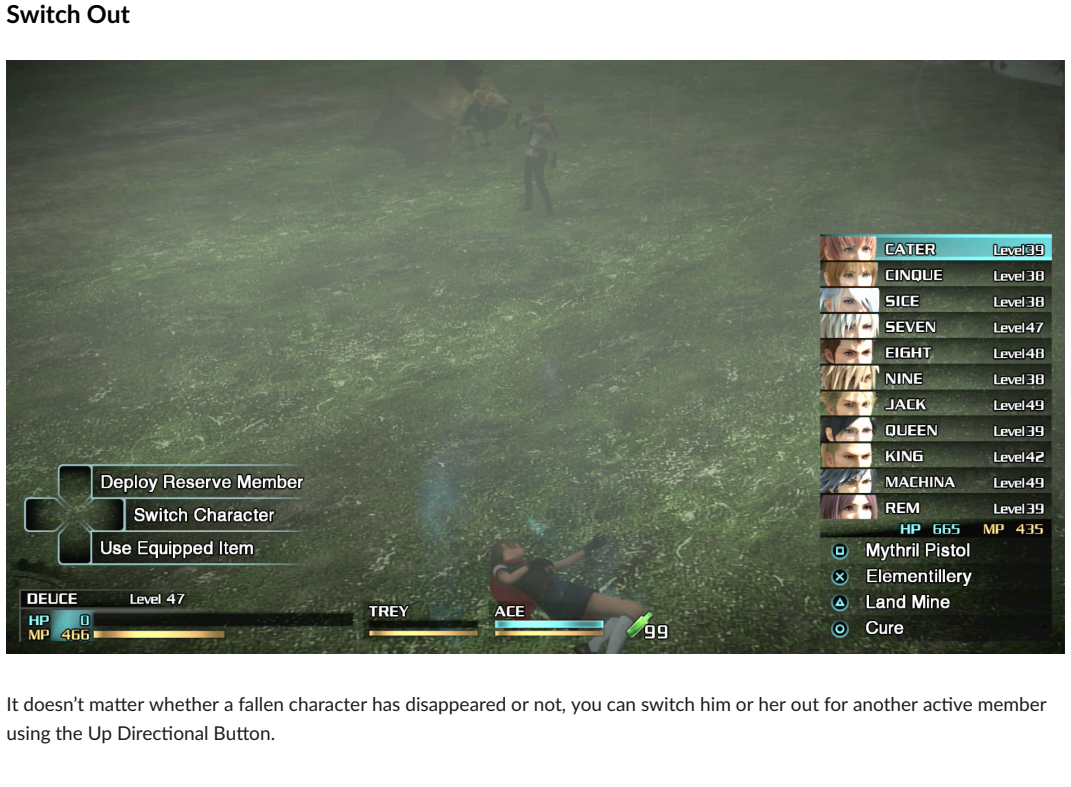
Placing Teleport Stones on the top-left of the Items window when you arrange your items manually will mean you can access them quickly.

Game Over Conditions

A Battle Member Dies

A character who has no remaining HP will collapse dead. After fifteen seconds, his or her body will disappear, unless it is the body of the active leader.

Switch Out



It doesn't matter whether a fallen character has disappeared or not, you can switch him or her out for another active member using the Up Directional Button.

Death and Game Over

GAME OVER
Return to Title
Load
Return to the title screen.

When all of your party is dead, including reserve members, it is game over. Choose whether to go back to the title screen or load a save file.

Resurrecting Dead Characters

Use a Phoenix Down*

Use Magic: Raise*

Have Reraise status on the character before they die

Enter Akademeia or a town

*Only effective when a character's body is still on the field

Tips to Remember!

Active members who have been resurrected from death are invulnerable for eight seconds.

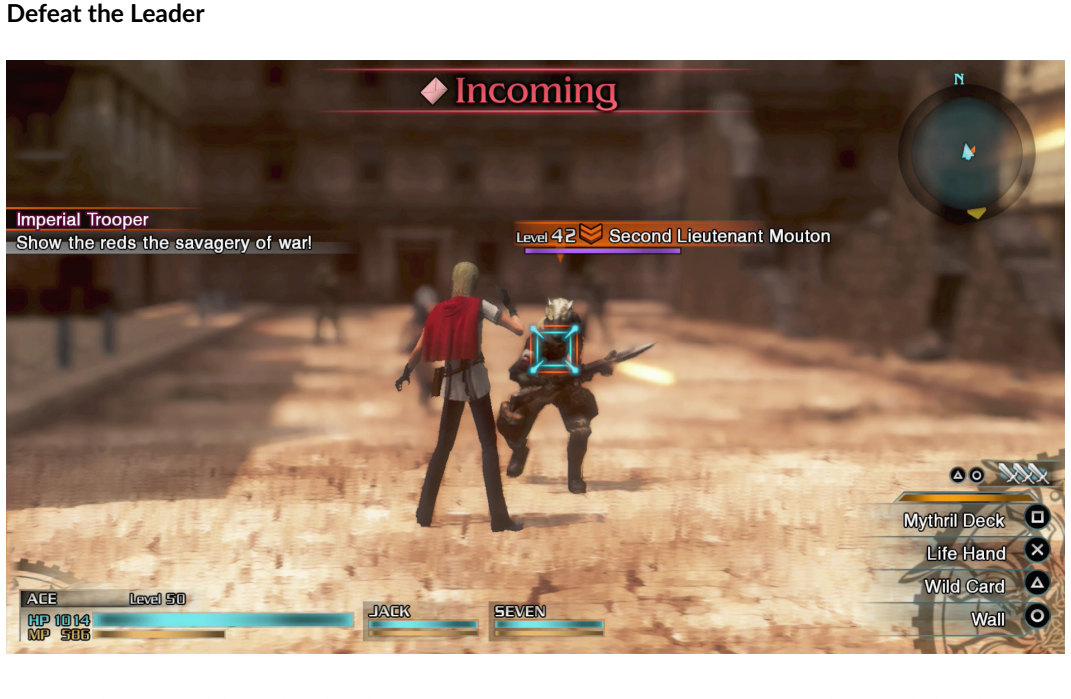
In the Expert Trial "Colonel Faith's Last Stand" (where you must survive enemy attacks for five minutes in certain conditions), if the active leader stays dead for a certain amount of time, even if you have reserve members left, it will be game over.

If you have selected "Missions" from the Title Menu, you will not be able to load a save file when you get game over.

If the Enemy Has a CO, Non-CO Enemies Can Surrender

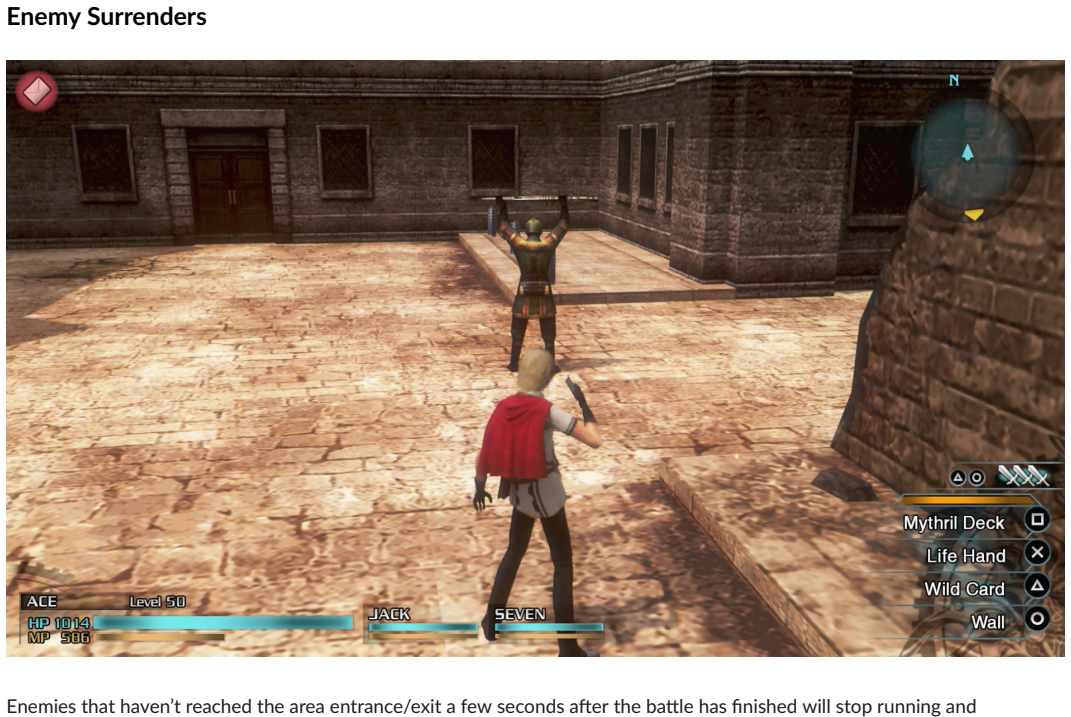
You may encounter leaders (called COs) within a group of enemies. Defeating the CO will immediately end the battle, and the remaining enemies can be easily defeated, or you can steal their items.

Defeat the Leader



Defeat the leader to end the battle. When the remaining enemies try to run away from your active leader and allies, their Killsights will appear.

Enemy Surrenders



Enemies that haven't reached the area entrance/exit a few seconds after the battle has finished will stop running and surrender. Approach a surrendered enemy and press the assigned button to obtain items.

Tips to Remember!

If an enemy reaches the area entrance or exit, the enemy will escape and disappear from the screen.

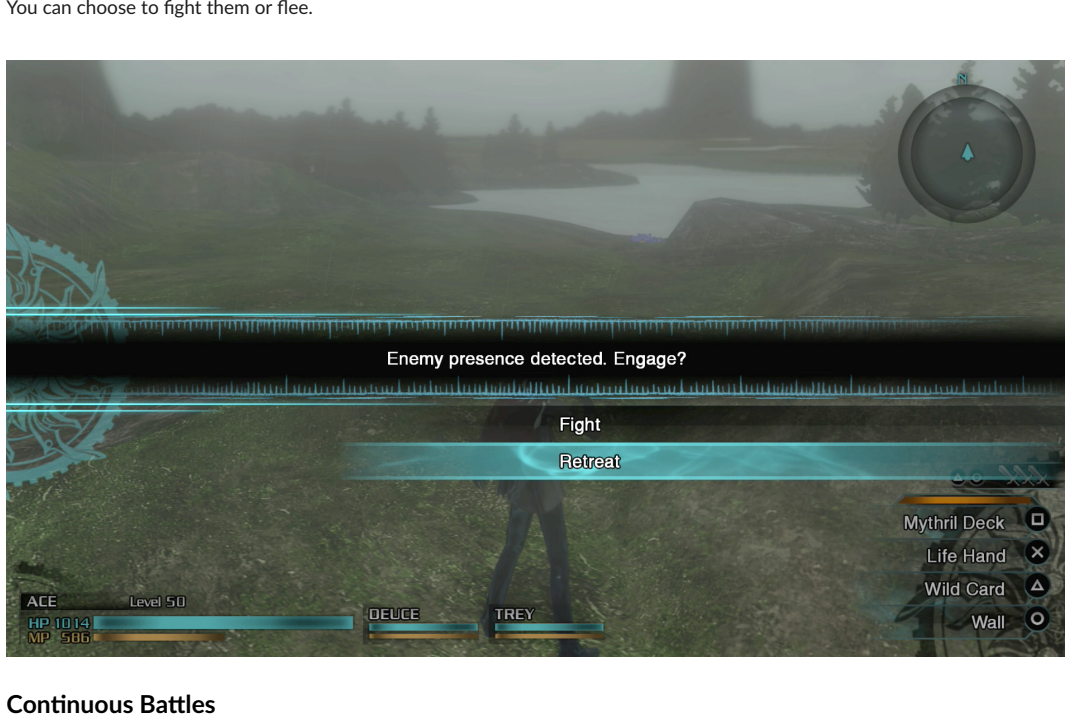
Machine enemies (such as Martinets) will disappear when their leader is defeated, unless the machine is being piloted by a human enemy, at which point they'll surrender and you'll be able to steal items from them.

You cannot attack enemies that have surrendered, and if you steal items, that enemy will disappear.

Sometimes Random Encounters Will Happen Back to Back

Choose to Fight or Retreat

After defeating all the enemies in random encounter battles, sometimes you will be told that there are more enemies nearby. You can choose to fight them or flee.



Continuous Battles

If you choose to keep fighting, you will have the same party line-up and the enemy level will be higher than the first battle. Your HP and MP will remain the same as it was when you ended the last fight and KO'd party members will not resurrect between these fights. If you win five battles or you select "Retreat," the battle will end and you will be returned to the Map of Orience.

Enemy Level Will Change with Each Additional Battle

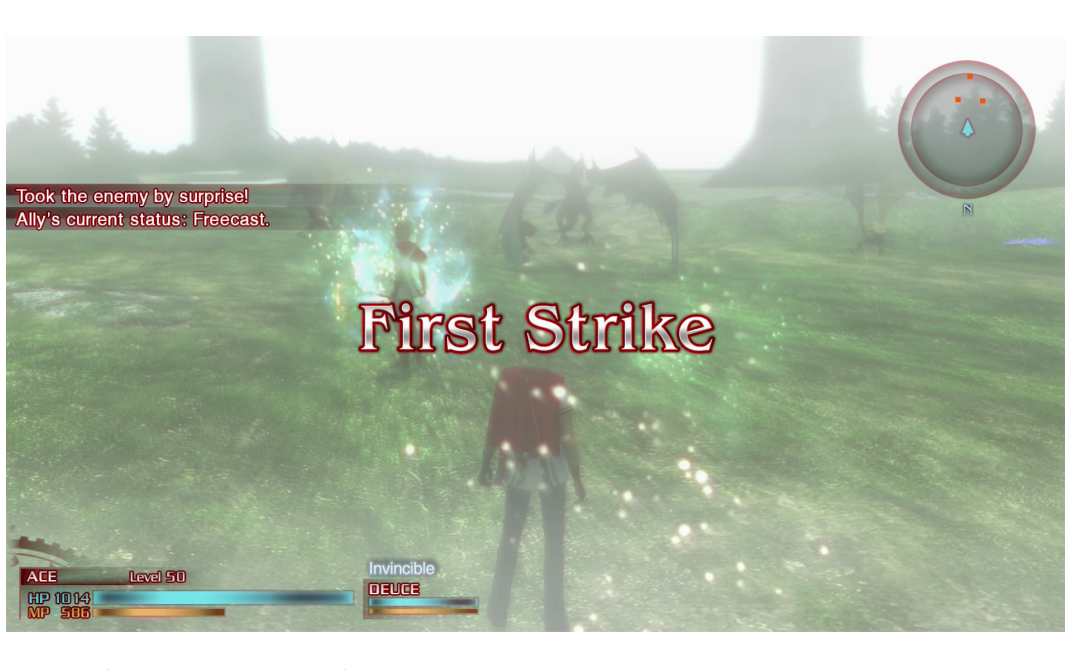
Battle Number	Level Change
2nd Battle	2 levels higher than the 1st battle
3rd Battle	4-6 levels higher than the 1st battle
4th Battle	8-12 levels higher than the 1st battle
5th Battle	16-24 levels higher than the 1st battle

Ambushes and First Strikes

When you get into a random encounter battle, occasionally an explosion animation will be displayed on the screen before combat actually begins. The color of the explosion will tell you if you've been ambushed or if you've got the jump on your enemies.

First Strike (Red Explosion Effect)

Positive status effects will be enjoyed by the active leader, or there will be a Killsight on the enemy. Status effects, probability, and their duration are the same for any battle.



Ambush (Blue Explosion Effect)

Negative status effects will appear on allies, or the enemy will enter Rage. The status that appears will depend on the group of enemies, but the same status effects will share a duration.

Status Effects During an Ambush

Status	Duration
Burn	15 seconds
Freeze	2 seconds
Shock	15 seconds
Silence	60 seconds
Poison	15 seconds
Stop	4 seconds
Killsight	15 seconds

Weather

Apart from good weather, the weather will have an impact on the battle.

Impact of Weather

Weather Type	Fire Attack	Ice Attack	Lightning Attack	Water Attack	Earth Attack	Wind Attack	King's Gun Attacks	Lock-On Distances	Other Factors
Normal	x 1.00	x 1.00	x 1.00	x 1.00	x 1.00	x 1.00	x 1.00	40 m	—
Fog	x 0.50	x 1.13	x 1.00	x 1.50	x 1.00	x 0.25	x 1.00	10 m	—
Snow Storm	x 0.06	x 1.50	x 0.25	x 0.25	x 1.00	x 1.50	Decreases	10 m	HP reduces at a rate of 3.75 every second apart from when you are standing still
Snow	x 0.25	x 1.13	x 0.50	x 0.50	x 1.00	x 1.00	Decreases	40 m	—
Sandstorm	x 1.00	x 0.25	x 0.13	x 0.13	x 1.00	x 2.00	x 1.00	10 m	—
Heat Wave	x 1.50	x 0.06	x 1.00	x 0.06	x 1.00	x 0.50	x 1.00	40 m	HP reduces at a rate of 2.8 every second apart from when you do nothing
Heavy Rain	x 0.13	x 0.50	x 1.50	x 3.98	x 1.00	x 0.13	Decreases	10 m	—
Rain	x 0.25	x 1.00	x 1.13	x 2.00	x 1.00	x 0.25	Decreases	40 m	—

Some accessories will nullify certain weather effects. However, these accessories will not correct the negative effects the weather puts on King's ranged attacks.

What enemies appear will often differ depending on the weather.

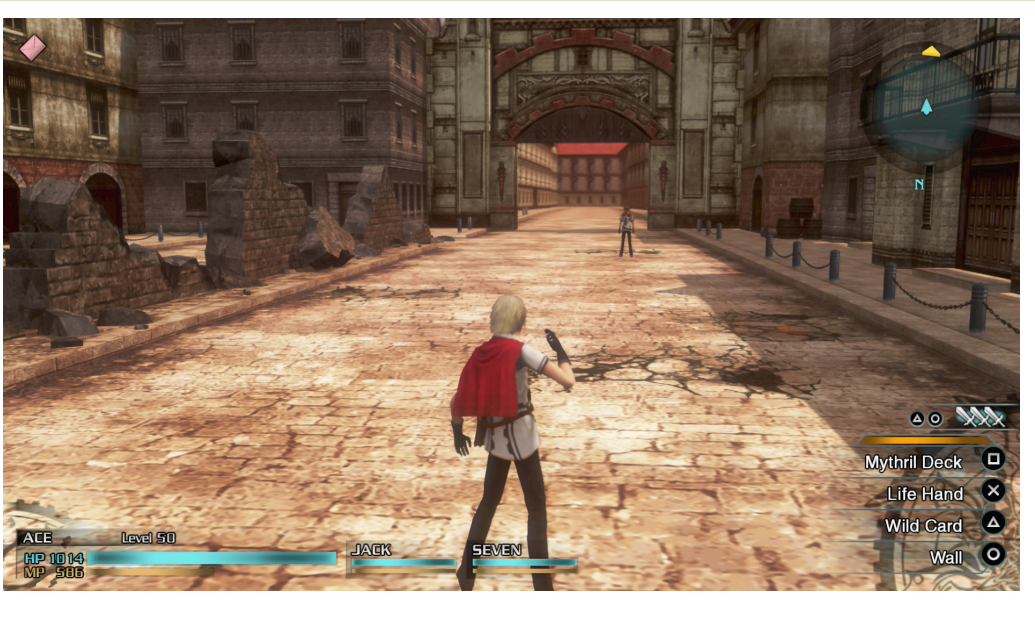
When enemies are influenced by the weather, there will be a change to damage amount depending on the type of weather.

You Will Recover HP if You Are Standing Still

When an active member is standing and doing nothing, he or she will automatically recover HP. When you want to save items or MP, check that you are safe and there are no enemies nearby, then you can replenish HP by waiting and doing nothing. The speed of recovery differs depending on whether you have your weapon drawn or not and whether there are enemies in the same area or not. Changes are shown in the table.

Characters Can Either Have Their Weapons Drawn or Sheathed

Drawn Weapon



Press both assigned buttons at the same time to use the Triad Maneuver, Vermilion Bird, or summon an Eidolon.

Sheathe weapon with L1 on PlayStation 4 or LB on Xbox One.

Attack using the normal attack button.

Use assigned abilities.

Use assigned magic.

Carry out a Defense command.

Obtain Phantoma.

Use dodge ability.

Lock-On to enemies.

Sheathed Weapon

Press both assigned buttons at the same time to use the Triad Maneuver, Vermilion Bird, or summon an Eidolon. (Vermilion Bird will automatically unsheathe weapon.)

Unsheathe weapon with L1 on PlayStation 4 or LB on Xbox One.

Attack using normal attack, abilities, or magic. (All will automatically unsheathe weapon.)

Carry out a Defense command.

Obtain Phantoma.

Use dodge ability.

Lock-On to enemies.

Changes	Description
Movement speed	When you draw your weapon, your movement speed will change depending on the character.
The speed at which you recover HP when standing idly	Recovery will be quicker when your weapon is sheathed.
Damage inflicted by enemy attack	If the enemy attacks you when you have your weapon sheathed, not only will you have no defense, but damage will also be double. Also, if you would have recoiled, you will instead fall down.

Attack Using the Normal Attack Button

Some characters, such as Trey, can use charged attacks by holding down the normal attack button for a period of time, then releasing it to fire a stronger-than-normal attack. In the case of Cater, you do not need to hold down the button to charge. Instead, it will automatically charge when Cater is not attacking.

Melee Attacks and Ranged Attacks

Pressing the normal attack button while entering a direction will, for many characters, perform a different skill from a regular attack. (However, there are many skills that will only appear once the ability for it has been learned.) If you draw your weapon with a normal attack, unlike an ability command, it will not consume the Ability Gauge.

Tips to Remember!

Most characters' normal attacks are determined by whether they are ranged or melee characters, but there are some characters, like Ace and King, who can perform melee attacks although they are ranged characters. Check out each character's abilities in the Promotion menu at any Relic Terminal to discover their full capabilties.

Combos

If you keep pressing the normal attack button or hold it down, you will be able to chain attacks toward a maximum combo (the maximum combo differs depending on the character and type of attack). Depending on how you perform the combo, the combo flow will change. There are also situations where a strong combo finish will be added, depending on if you've learned the ability.

Charging

In the case of Cater, you do not need to hold down the button to charge. Instead, it will automatically charge when Cater is not attacking.

Defense Commands

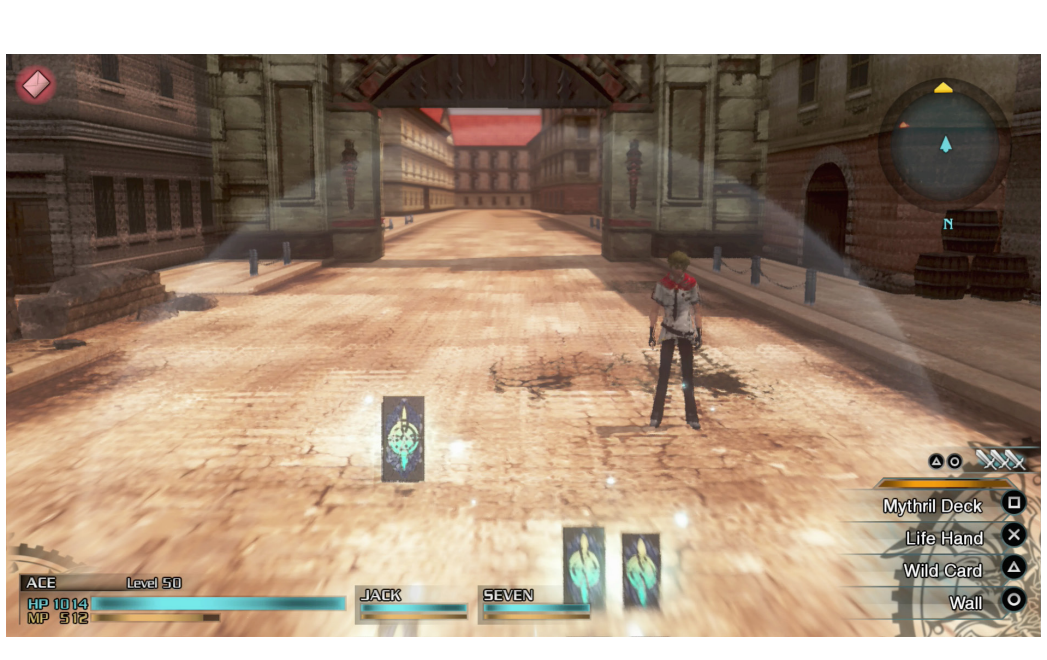
Defense commands are defensive spells and "Block". Using defensive spells works the same as using attack spells, while Block is used by holding the Defense button. It reduces damage taken to 1/8 of the original damage you would've incurred and protects you from recoil, but while in use the Ability Gauge will go down by 18.75 every second.

Dodging

Dodge allows you to move quickly and makes your character invincible for a short time, making it easy to avoid enemy attacks.

As shown in the table, the length of invincibility differs depending on the character. There can also be differences in character animation when weapons are drawn.

Ace can warp when dodging with a weapon drawn. Cater will slide. Other characters will have their own unique dodges. When characters have their weapons sheathed, they will all roll.



MAX Charge
Elementillery
Land Mine
Cure

Tips to Remember!

Dodge can be canceled at the end of its action and a second one performed. The number of times it can be performed consecutively is three times once the character has learned the Triple Slip ability and limitless once the character has learned Slipstream.

Even if you carry out back-to-back dodges, there will still be some time between the dodge actions where you are not invincible.

When the Defense spell: Avoid is equipped and the character has enough MP to use it, if the character is attacked by the enemy, Avoid will automatically take effect and the character will dodge.

Recoiling and Falling Down

Imperial Trooper
Tighten defenses!

Active members and enemies may recoil or be brought down when they take an attack.

Attacks have a recoil value and characters have a recoil resistance. Many characters have a recoil resistance of zero, but Eight, Jack, King, and Machina have a recoil resistance of one. Other characters will have even greater recoil resistance.

When playable characters or enemies take an attack, the recoil value of the attack and the character's recoil resistance will determine whether the character recoils or not. When recoiling, any actions in process will be interrupted, and no action will be possible until the recoil animation has finished. Also, when a character is recoiling, there is a chance that they will fall down.

Why Does a Character Recoil?

When the recoil value is greater than the recoil resistance by at least two, the character recoils.

When the recoil value is greater than the recoil resistance by 1, action will be stopped for a moment, but the character will not recoil.

If the recoil value is less than the recoil resistance, the character will not recoil.

When there is a critical hit, a character or enemy will definitely recoil.

When in a Protect state, Endure state, or while defending, dodging, using an item, or harvesting a Phantoma, the character will not recoil.

If an ability animation is in progress, the character can't recoil even if attacked (Nine's Jump for example). There are also stationary abilities where the character won't recoil even if they take an attack (Queen's Divine Judgment for example).

Why Does a Character Fall Down?

When a character falls down, it will be at a probability of **fall rate** x **fall resistance**(%).

The fall rate is a value carried by the attack. The fall resistance is a value carried by the character.

When a critical hit occurs for skills where the fall rate is above 0% and it is an opponent who can fall down, the opponent will fall down.

If a character recoils with their weapon sheathed, they will fall down.

Tips to Remember!

When a character has fallen down, the length of time they cannot move is even longer than when recoiling, but some characters may be invincible while they are down, meaning you won't be able to damage that enemy while it's on the ground. The getting-up action can be canceled with a dodge.

Stun

When an enemy takes an attack and certain conditions are fulfilled, the enemy will be stunned.

When an enemy is attacked, the damage inflicted will also carry a Stun value (the Stun value is not shown on screen). If you ever successfully stun an enemy, go in for an all-out attack!

Conditions of Removing Stun

The duration elapses (duration differs depending on the enemy).

Enemies that are stunned will crouch and be unable to move (if you are locked on to this enemy, you will be able to see the word "Stun" above their HP gauge). Note that during a Stun animation, Killsight and Breaksight do not appear until the enemy is fully crouched.

Effects of Stun

Will not be able to move for a short time.

With a Stun status, right after the enemy crouches, a Killsight or Breaksight will appear.

Damage will be double. (For Cinque's Focus, Seven's Insult to Injury, and Machina's Cyclone Drive, damage will be quadruple.)

What Increases or Decreases an Enemy's Stun Value?

When you inflict damage on an enemy, the enemy will bank the Stun value of the attack.

Collected Stun value will decrease at a rate of thirty every second. (Behemoth types and giant types have a decrease rate of sixty per second.)

While stunned, Stun value will not increase or decrease.

When the Stun effect lifts, Stun value will be reset to zero.

Tips to Remember!

Allies will not be stunned.

Hellthunder, Hellthunder II, and Ultima II will inflict Stun in the same way as other statuses.

Cancel

When an action is interrupted and another action is started, this is called "Cancel."

Main Circumstances Where You Can Cancel an Action

In a combo, you can cancel the end of an attack action by using an ability.

You can cancel the end of certain ability actions with dodge or another ability.

You can cancel dodge actions with another dodge or an ability.

When a character is getting up from falling down, you can cancel this with a dodge.

When a character has learned the ability Quick Draw or something similar to it, the end of certain actions can be canceled with a spell with the attribute of fire, ice, or lightning. When canceling, the spell cast time will be zero and it will be cast as soon as the button is pressed.

Critical

When an enemy takes an attack, there is a chance of it being a critical hit depending on the critical hit rate of the attack.

Critical Effects

This nullifies the opponent's defense and inflicts double damage. (For some enemies, it is not possible to nullify the defense.)

Critical hits will knock down any enemy that is capable of being knocked down.

When a critical hit happens, other than the screen flashing, there will be a sound effect to accompany it.

Tips to Remember!

There are no critical hits for enemy attacks.

When there is a Killsight or Breaksight, there will be no critical hits.

Some attacks from Eight, Jack, and other characters will have a 20x increased critical hit rate when attacking an enemy from behind.

Attributes

Attacks that have attributes will have differing damage depending on the resistance of your enemy to that attribute.

The ten types of attributes are below. Most weapons and abilities have bullets, impact, pierce, or cut attributes. Half of the attack spells have fire, ice, or lightning attributes. On the other hand, water, earth, and wind attacks are very rare.

There are some enemies that will absorb the damage of certain attributes (without taking damage).

Attribute Types

Bullets	Impact	Pierce	Cut	Fire
Ice	Lightning	Water	Earth	Wind

Tips to Remember!

Some attacks will not have any attribute.

When a character wears certain accessories, the damage taken from attacks of certain attributes will be reduced by a certain rate.

Some enemy attacks will have multiple attributes, and when you receive one of these attacks, you will receive the average damage output from each attribute.

Damage Calculations

The damage when an ability or spell is used is calculated using a specific formula for each ability or spell. The basic calculation is as below. However, the results of this calculation will vary depending on the level difference between the attacking side and defending side. These variations have a large impact on damage, so if your level is higher than your opponent's, it will be very advantageous. Also, the final damage will be affected by various other factors, such as Killsight.

Type-0 101: The Fundamentals of War

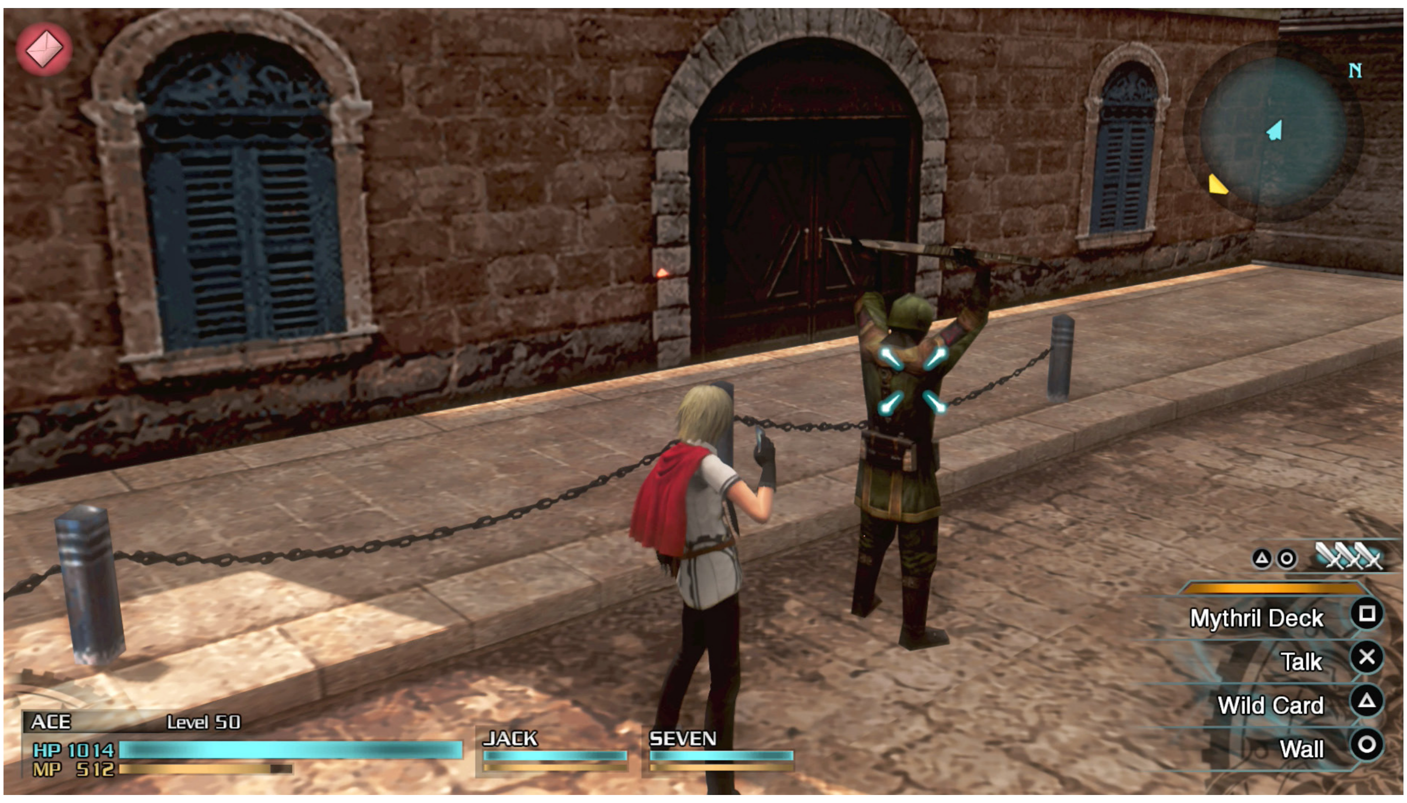
Lock-On

Target Mark

Marks show opponents you can attack and opponents you can find out more about. The active leader can carry out actions such as attacking, or see HP and Status information on opponents who have a target mark.

Locking On

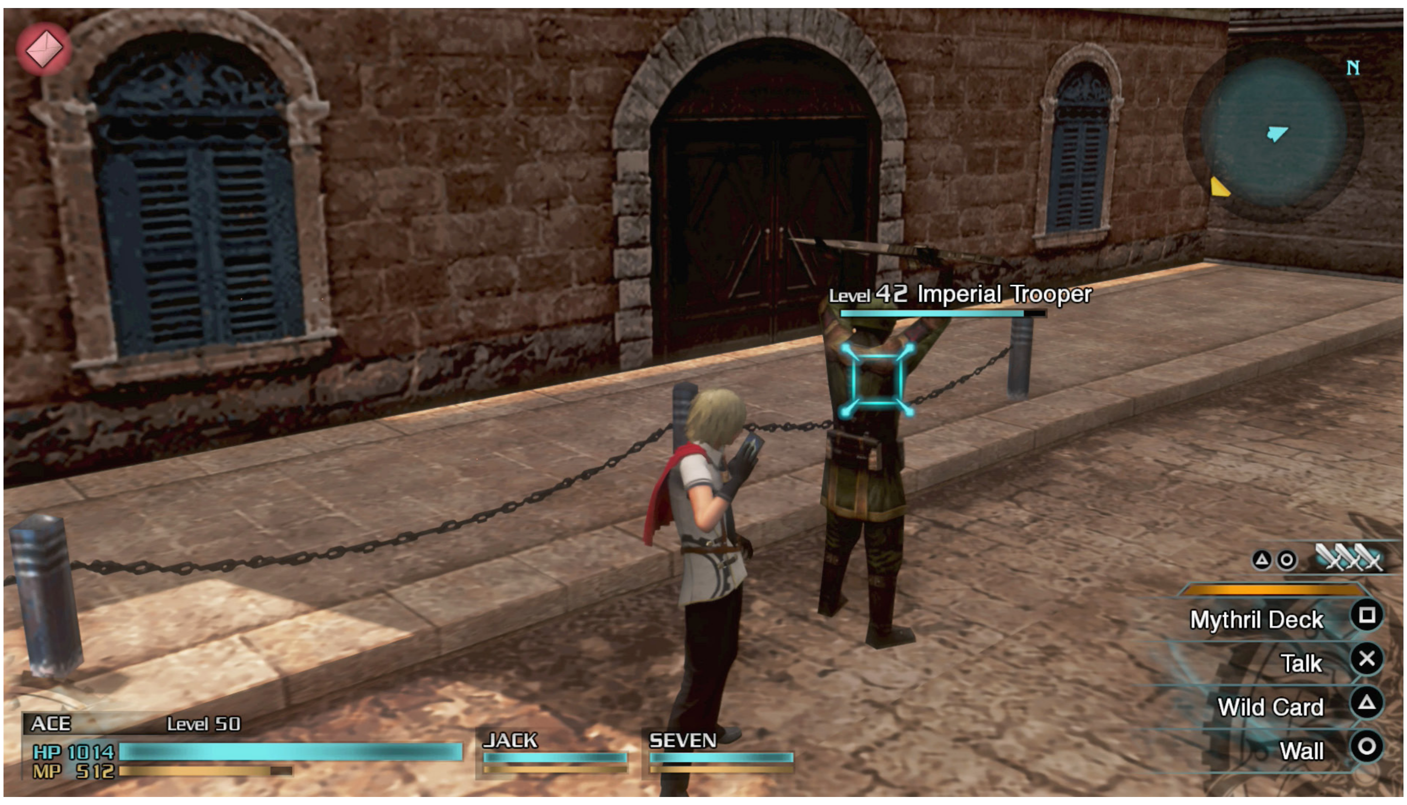
Target Mark Is Displayed


Mythril Deck
Talk
Wild Card
Wall
ACE
Level 50
HP 1014
MP 512
JACK
SEVEN

When you approach an item, enemy, or switch, target marks will be displayed on them.

Lock-On with the Assigned Button

Press the assigned button to Lock-On. The target mark will change and the camera will automatically follow the Lock-On target. If the character has the Intel ability unlocked, the player will be able to see the status and health of enemies.


Level 42 Imperial Trooper
Mythril Deck
Talk
Wild Card
Wall
ACE
Level 50
HP 1014
MP 512
JACK
SEVEN

Switching Lock-On Target

Pressing a direction on the Right Analog Stick while locked on will switch the Lock-On target. If you Lock-On to a CO, the target mark will be slightly different.

Remove Lock-On

If you release the assigned button, you will lose the Lock-On. Opening the Info screen will also remove the Lock-On.

You Can Change the Lock-On by Using the Right Analog Stick

Direction Pressed	Switch
Up	Switches to a closer thing that cannot be attacked (dead enemies, switches, items, etc.).
Down	Switches to a closer opponent that you can attack.
Left/Right	Switches to an opponent you can attack that is on your left/right.

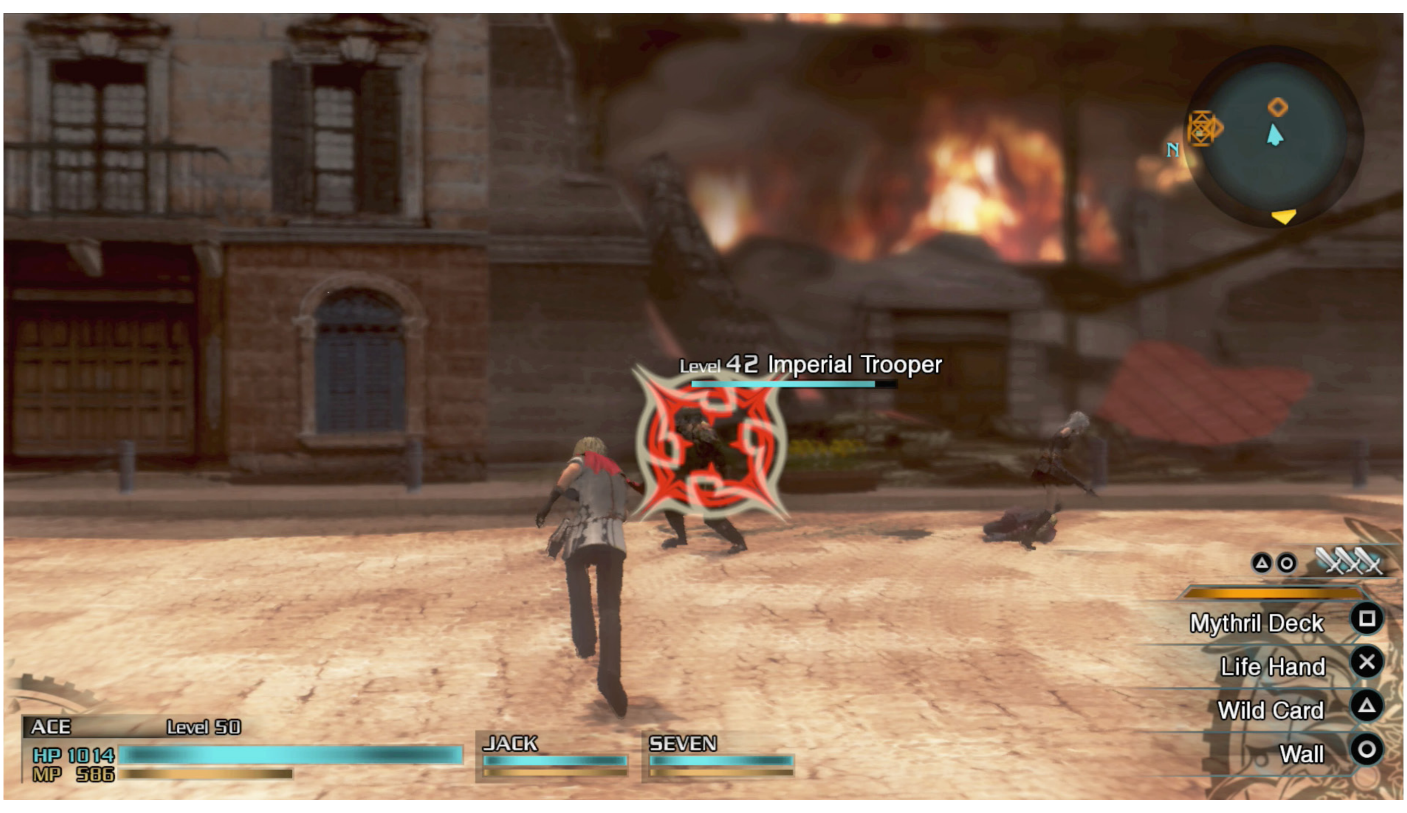
Killsight and Breaksight

When locked on to a target, you may see a large mark that appears in specific circumstances—a red Killsight or a yellow Breaksight. When these are displayed, you have a great chance of performing a killer attack!

Killsight and Breaksight

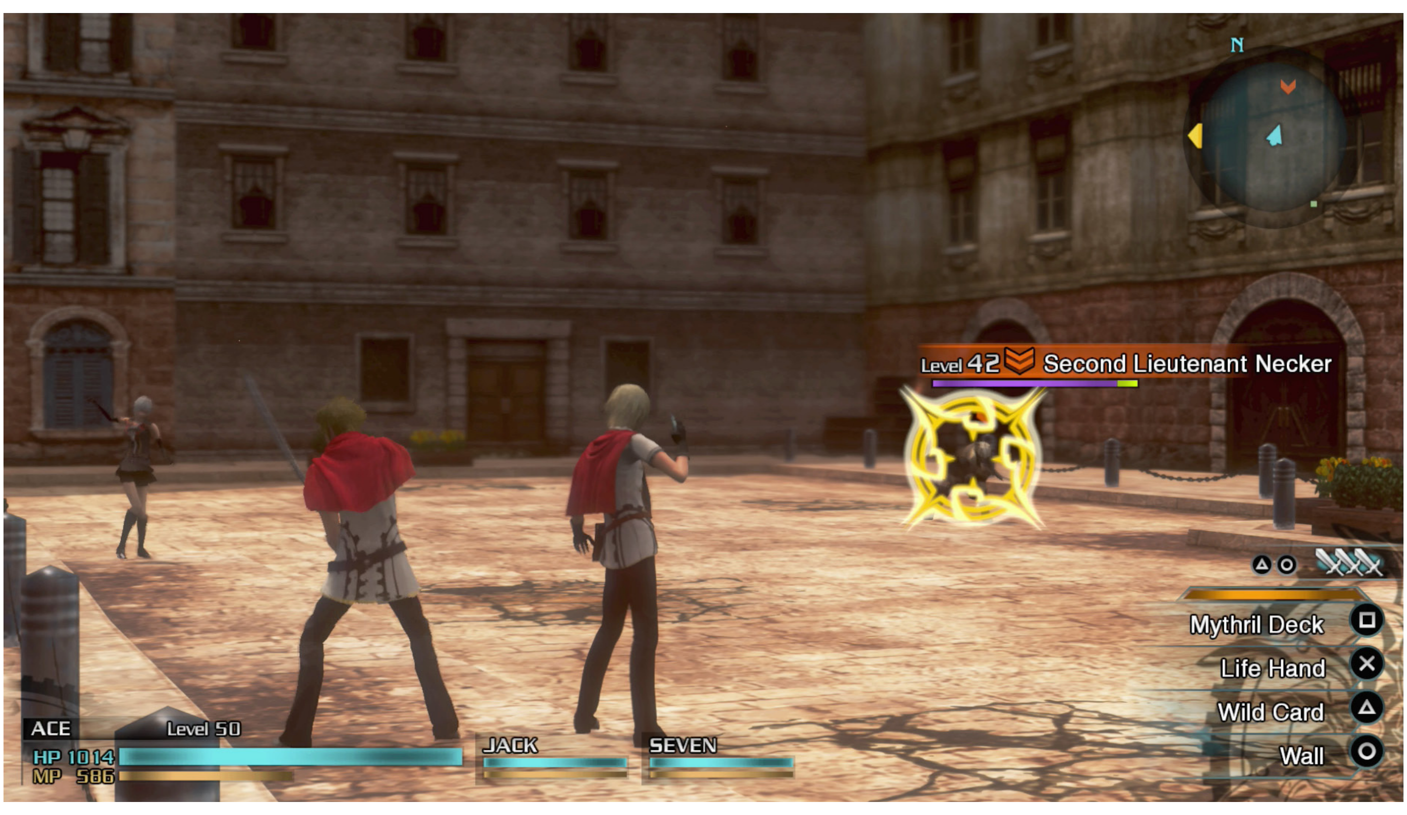
Killsight and Breaksight will often be displayed the instant an enemy has begun an attack or finished an attack.

Killsight (Red)



If any of the active characters successfully perform an attack the moment Killsight is displayed, he or she will instantly kill the enemy. If you defeat an enemy with Killsight, Phantoma from that enemy has a chance to be more valuable.

Breaksight (Yellow)



If any of the active characters successfully perform an attack the moment that Breaksight is displayed, there will be a percentage of the opponent's max HP lost from the inflicted attack damage. (The percentage differs depending on the enemy.)

Tips to Remember!

Even if there is a target mark, if you are not locked on, there will be no Killsight or Breaksight.

When the active leader lands an attack on an opponent without Killsight or Breaksight, Killsight or Breaksight won't appear on that opponent for the immediate second after, and may be skipped altogether until the opponent later repeats the animation that initiates a Killsight or Breaksight.

If one of your allies lands an attack on an opponent with Killsight or Breaksight, Killsight or Breaksight will disappear.

There will be no critical hits on opponents with Killsight or Breaksight.

If you land an attack on an opponent with Killsight or Breaksight, you will replenish a chunk of your Ability Gauge.

When damage is absorbed from an attack with an attribute (e.g., attacking a Flame Flan with fire magic), Killsight or Breaksight will have no effect.

Using Items

The method of using items differs depending on the type of item.

Recovery Items

There are two ways of using recovery items. Neither method will use your MP or Ability Gauge.

Use From the Items Screen

Open the Info screen and select: Items tab g Items g Use. You can then select which item you want to use and who you want to use it on. However, this method will only allow you to use the items below. Also, you won't be able to use an item if there is no reason to use that item. For example, you can't use a potion when all of your party has full HP.

Usable Items	
Regular items that can be equipped	At any time (apart from situations where there is no point in using it).
Auric Hourglass, Argentic Hourglass	Only during Free Time (you can't use them on the day of a mission).

Press the Assigned Button to Use

Press the assigned button to use equipped items. When using most items this way, you will be the target. As with using items from the Items screen, you cannot use items when there is no reason to do so.

Enhancers

At a Relic Terminal, select Promotion g Stats. Select a character and then decide which item you want to use. Using these will increase the stat that is listed in the item's name and description.

Crystal Shard

Use a Relic Terminal and select Promotion g Vermilion Bird. Each time you use a Crystal Shard on the Vermilion Bird Squad Command, it will increase the spell's charge level by one.

Weapons/Accessories

Other than improving stats, many weapons and accessories also have various special effects. In order to gain the effect or stat boost, the weapon and/or accessories must be equipped.

Phantoma

Phantoma can't be used directly like items, but can be used to enhance spells in the Altocrystarium.

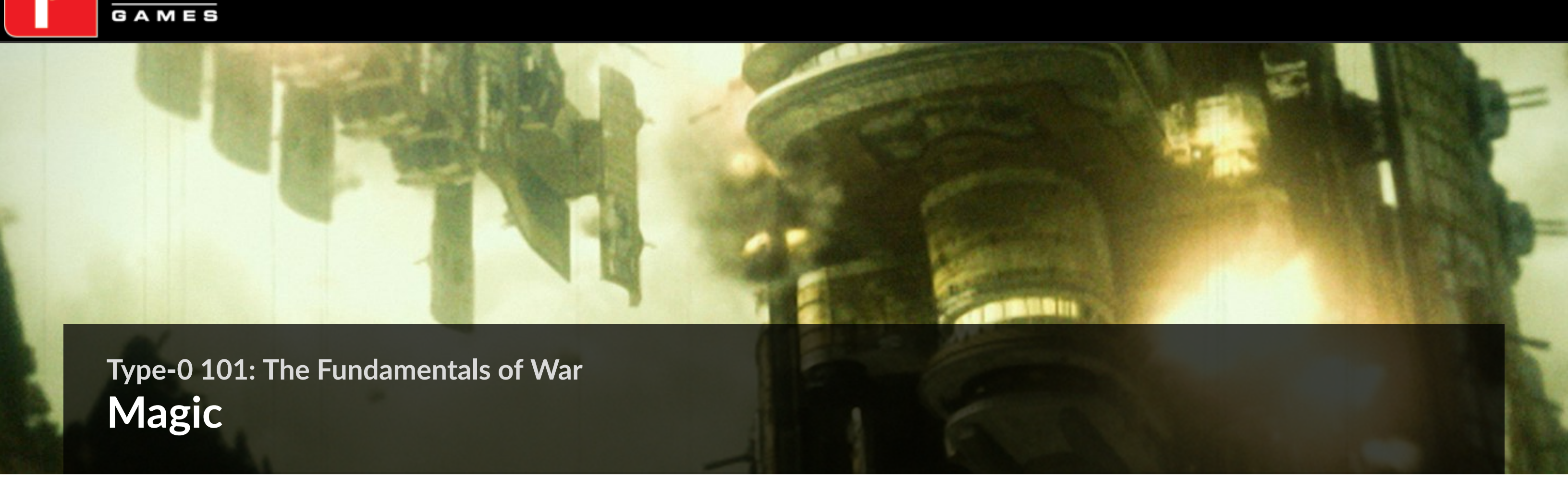
Chocobo

When traveling across the Map of Orience (including RTS missions), press the two assigned buttons at the same time to choose from any chocobo you have to ride.

Things to be Careful of When Using Items from the Items Screen

In this game, you can enter battle even when the Items screen is open. If you have to use the Items screen to use an item, try to do it as quickly as possible. While the Items screen is open, you can still move, which means you can select items while fleeing.

While the Items screen is open, you won't be able to attack or dodge. So close the Items screen right away after you're used an item.



Type-0 101: The Fundamentals of War

Magic

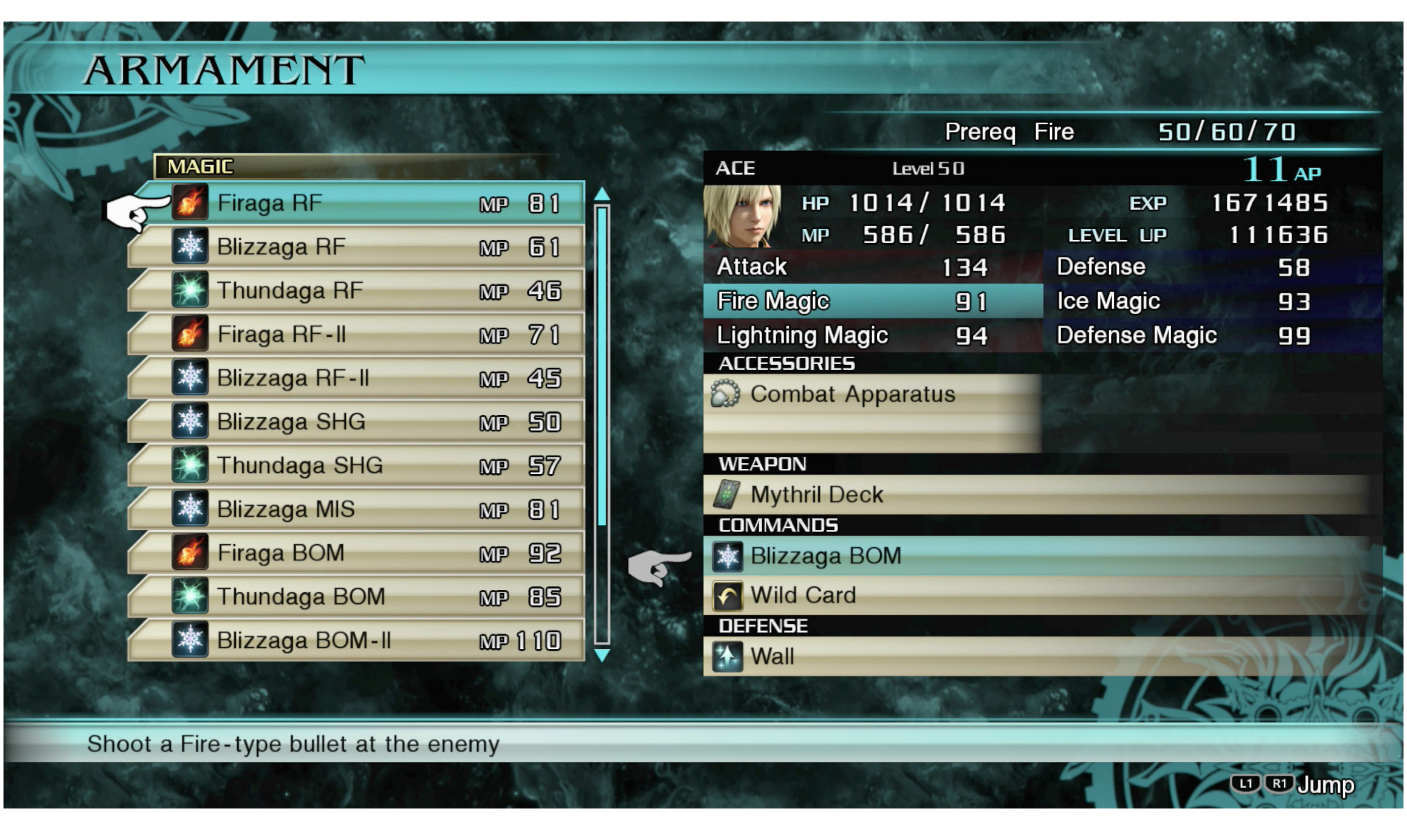
"Ra" Level/"Ga" Level

When the end of the spell name ends in a "ra", it is at its second stage. When the spell name ends in a "ga", it is at its third stage. Before spells become "ra" or "ga" spells, they are simply "basic magic".

Magic Types and Usage

Spells are divided into Defense spells and Attack spells. Both cost MP when you use them.

Equipping Magic



ARMAMENT

MAGIC

Firaga RF	MP 81
Blizzaga RF	MP 61
Thundaga RF	MP 46
Firaga RF-II	MP 71
Blizzaga RF-II	MP 45
Blizzaga SHG	MP 50
Thundaga SHG	MP 57
Blizzaga MIS	MP 81
Firaga BOM	MP 92
Thundaga BOM	MP 85
Blizzaga BOM-II	MP 110

Prereq Fire 50/60/70

ACE Level 50 11 AP

HP 1014/ 1014 EXP 1671485

MP 586/ 586 LEVEL UP 111636

Attack	134	Defense	58
Fire Magic	91	Ice Magic	93
Lightning Magic	94	Defense Magic	99

ACCESSORIES

Combat Apparatus

WEAPON

Mythril Deck

COMMANDS

Blizzaga BOM

Wild Card

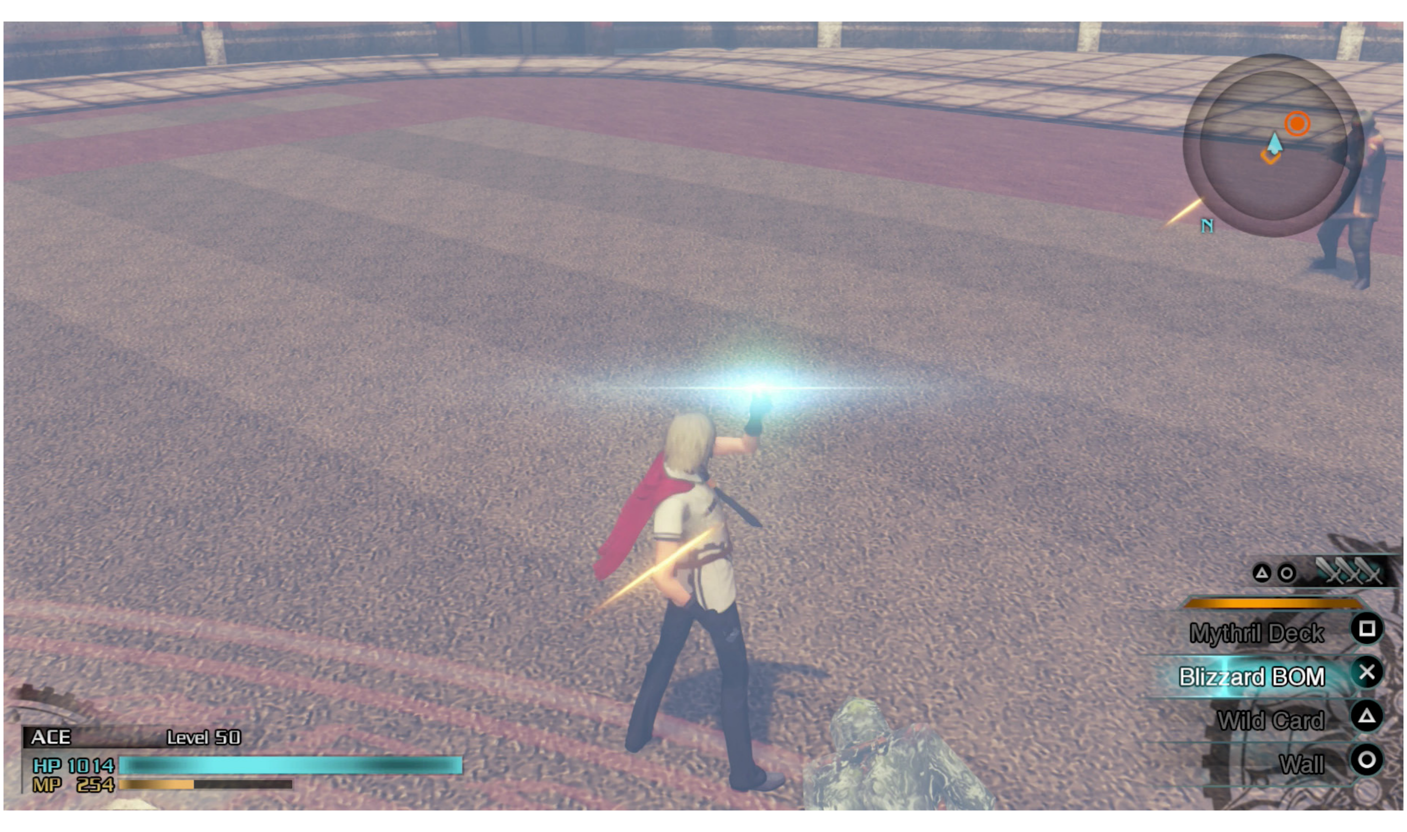
DEFENSE

Wall

Shoot a Fire-type bullet at the enemy

There are different buttons and different slots for Attack and Defense magic.

Hold Down the Button to Cast

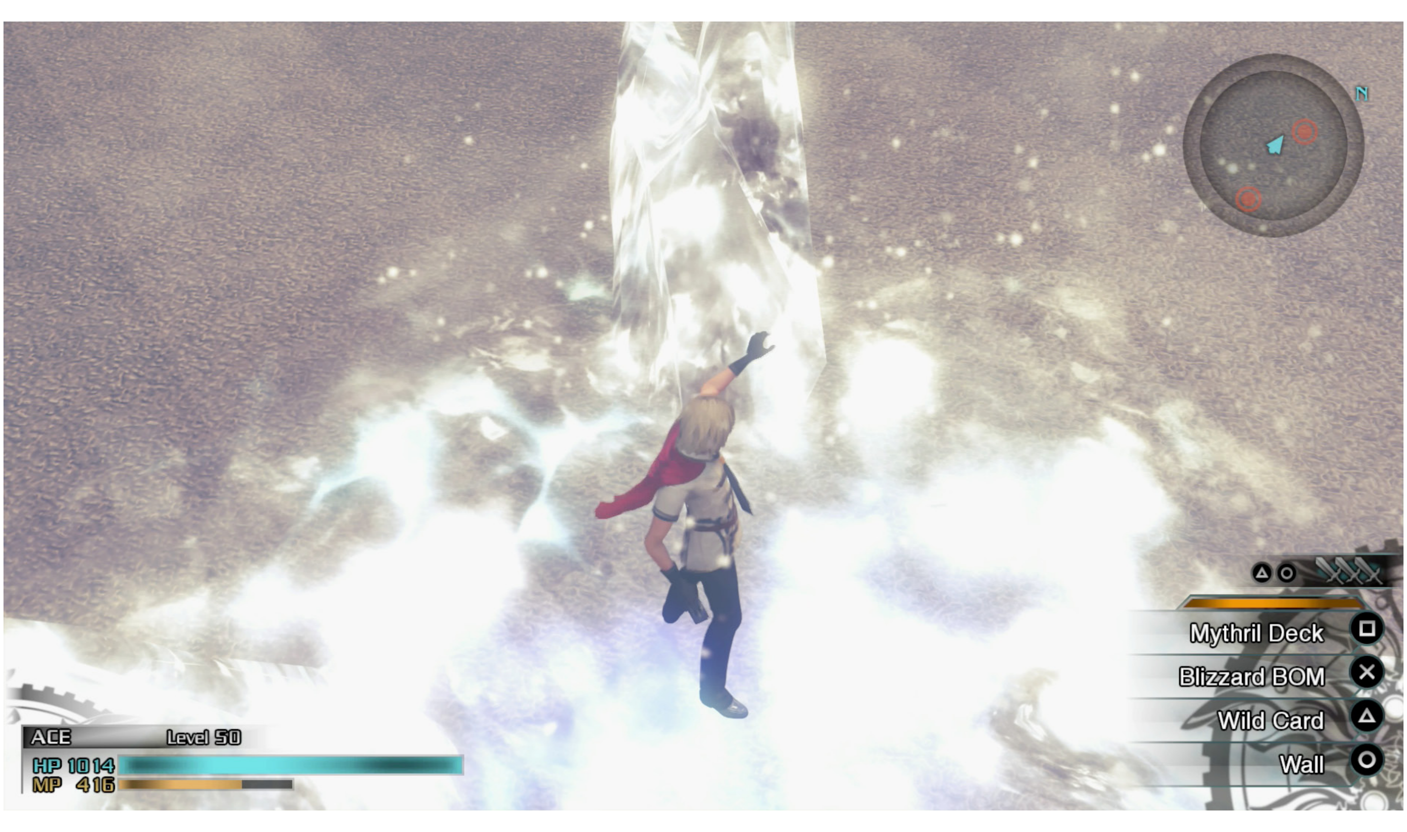


During a mission or an encounter battle, hold down the assigned button for a particular spell to be cast.

During casting, the command bar will light up. For spells that can be charged, a light will continue to move to the right. When the light reaches the right side, the spell will reach its second stage. Some spells can even be charged to a third stage.

Recoiling or falling will interrupt casting and the spell will not be completed.

Release the Button to Complete the Cast



Once a spell is charged, release the button to cast the spell. The charge time differs between spells and changes due to enhancement at the Altocrystarium.

Tips to Remember!

Many attack spells have a cast time of zero, so you only need to press and release the corresponding button to use.

Basically, you can still move when casting an attack spell, or even dodge, although the charging will pause while you are dodging.

You can cancel some spells by releasing the button during the cast, or cast a weaker form of the spell by releasing the button before an attack spell is fully charged.

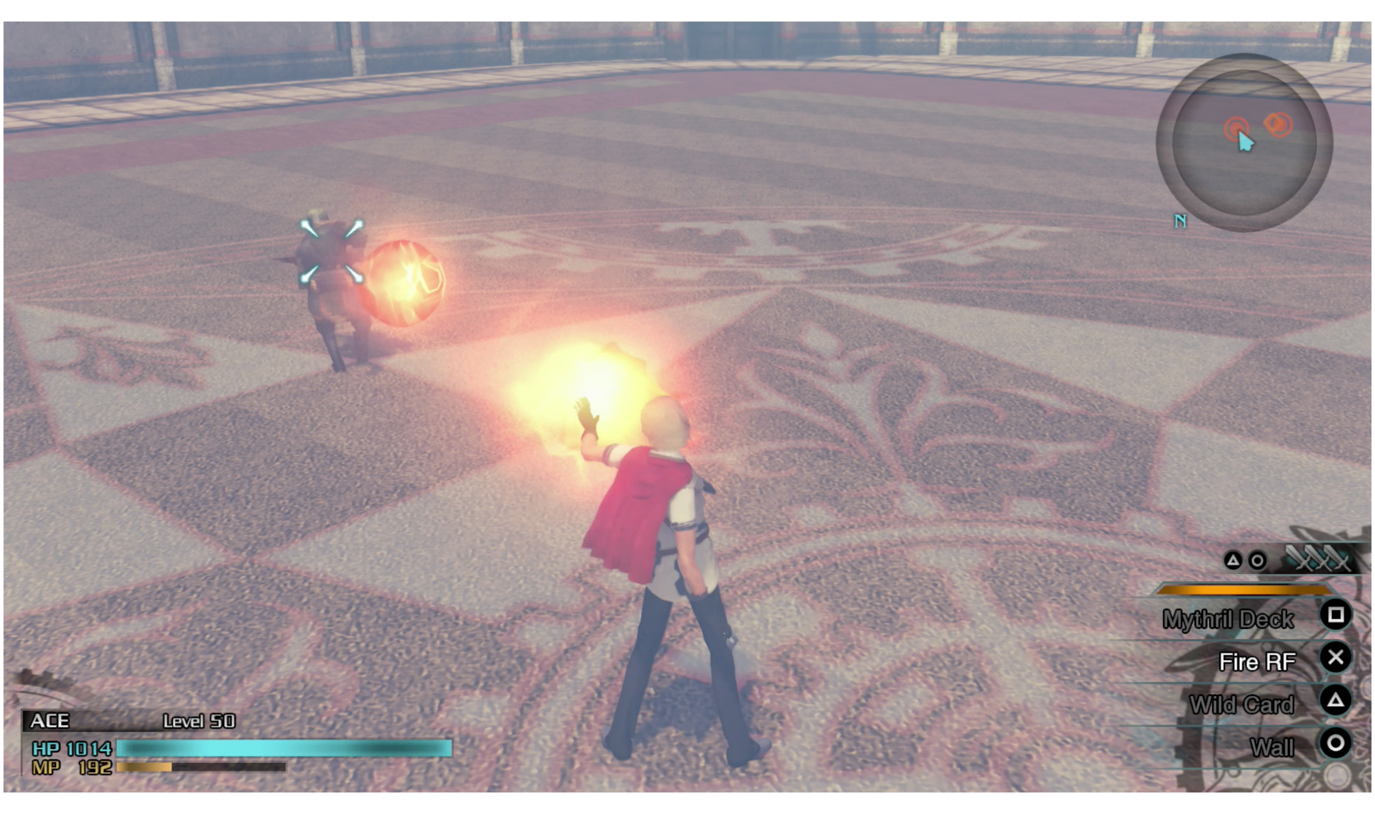
The Meanings of Spell Names

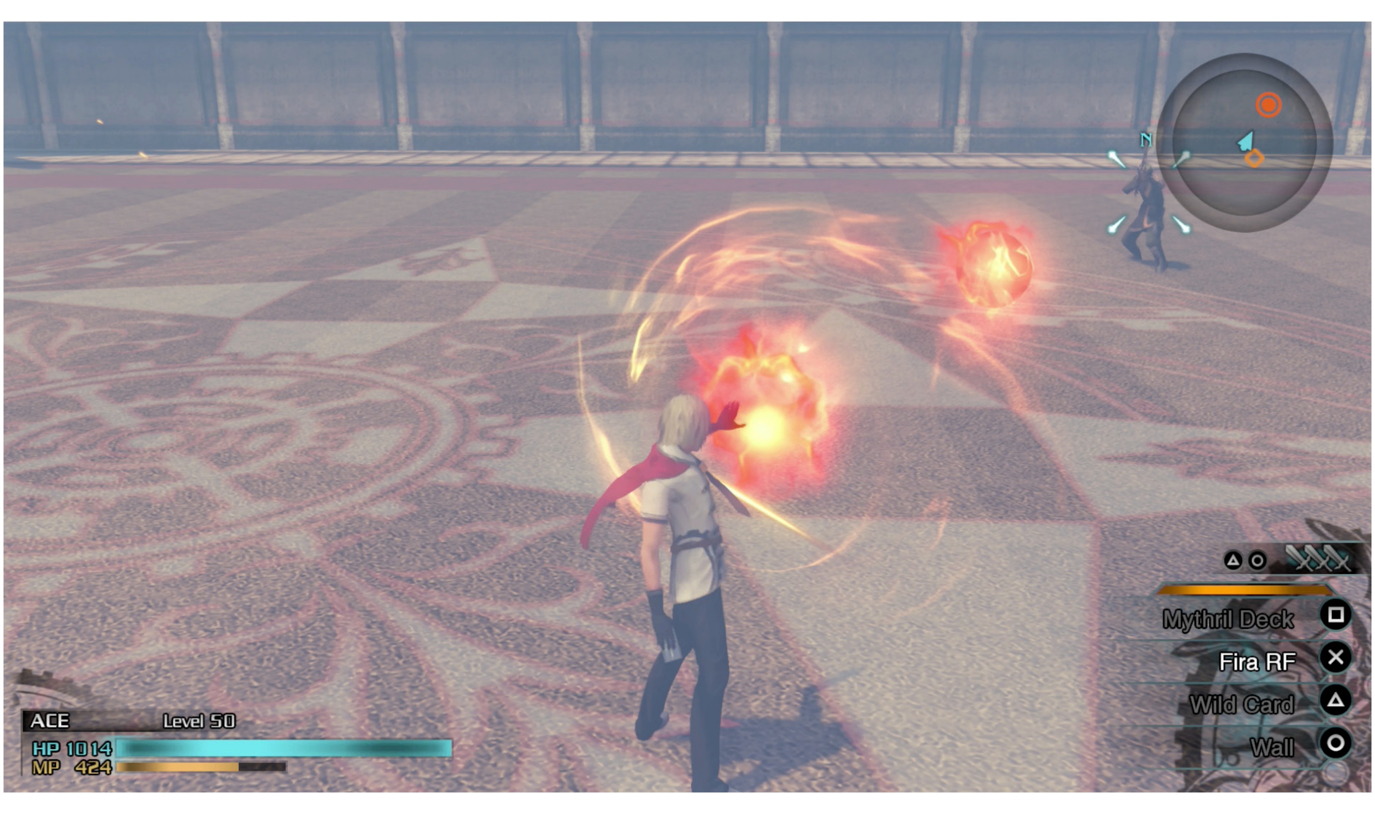
There are letters added to the end of the names of many of the fire, ice, and lightning spells. These letters are abbreviations of weapon names and show what kind of attack it is.

Abbreviations

Abbreviation	Meaning
RF (Rifle)	Fires bullets forward
SHG (Shotgun)	Fires forward over an area
ROK (Rocket)	Lobs a grenade-like projectile that explodes on impact
MIS (Missile)	Fires a missile forward that explodes on impact
BOM (Bomb)	Releases an explosion around the active character that does damage within the immediate area

Some Spells will Change to "ra" or "ga" When You Cast Them





When chargeable, most spells will change to higher-level spells before you cast them. For higher-level magic, the MP cost stays the same, but its power increases and/or multiple targets can be affected, among other things. However, if you are hit or release the button before the spell is charged to one of its higher levels, it will not become a higher-level spell for that attack.

Spells that Change to Higher-Level Spells

Fire: RF, SHG, ROK, MIS, BOM

Blizzard: RF, SHG, ROK, MIS, BOM

Thunder: RF, SHG, ROK, MIS, BOM

Cure

Protect

Invisible

Esuna

While charging basic magic, a light on the command bar will start moving from the left. When it reaches the right, the spell becomes a "ra" spell. If you continue to cast it, it may become a "ga" spell in the same way, depending on your magic stat and the how much you've leveled the spell up in the Altocrystarium.

Indicators Relating to Higher-Level Spells

When you equip a spell, the name of the highest-level spell that character can cast with his or her magic is displayed.

Tips to Remember!

When a character has learned a "ra" or "ga" spell, if you cancel another action to use a spell, the casting time will be zero and the spell will be used in its most basic form if the character has enough magic for it.

Spells and Magic

The spells are ordered by the magic necessary for them at the Altocrystarium.

Each spell requires different magic, and depends on the character's fire magic, ice magic, lightning magic, or defense magic. The strength of each spell is determined by the magic stats displayed as part of your character stats in the Squad menu screen, the Armament screen, and so on.

Spells and Their Related Magic Stats

Spells	Magic Stat
Fire Spells	Fire Magic
Ice Spells (Blizzard)	Ice Magic
Lightning Spells (Thunder)	Lightning Magic
Defense Spells, Holy	Defense Magic

Unlocking Magic

Spells can be equipped for the first time once they are unlocked.

How to Unlock Spells Most Spells

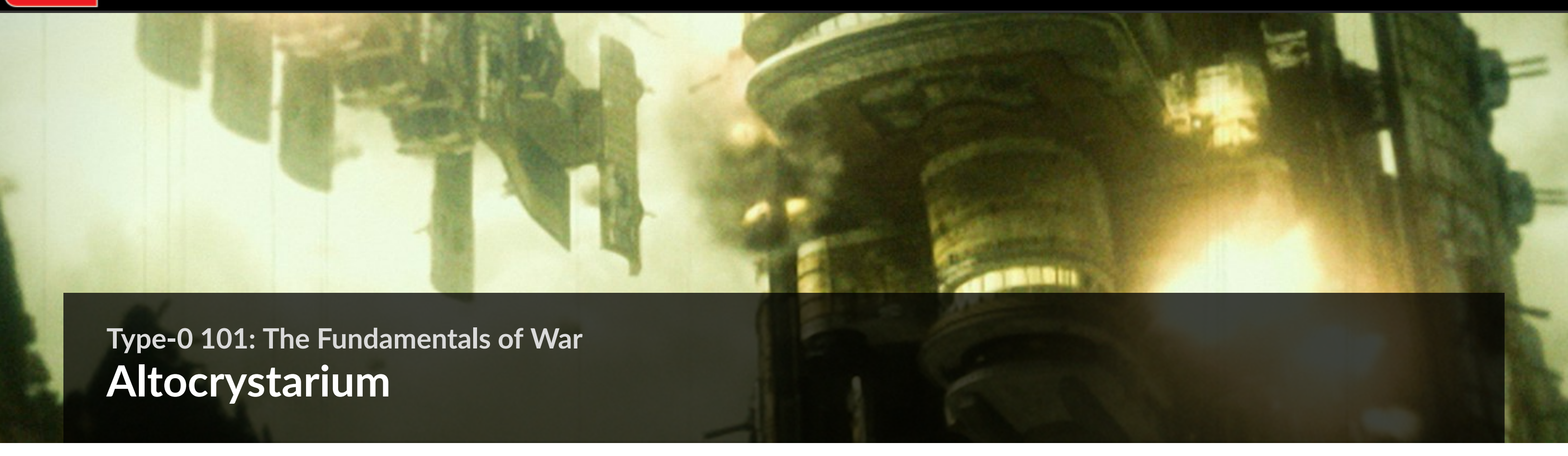
Clear certain missions.

Successfully complete certain SOs.

Complete certain Tasks.

Attend certain Moogle Classes.

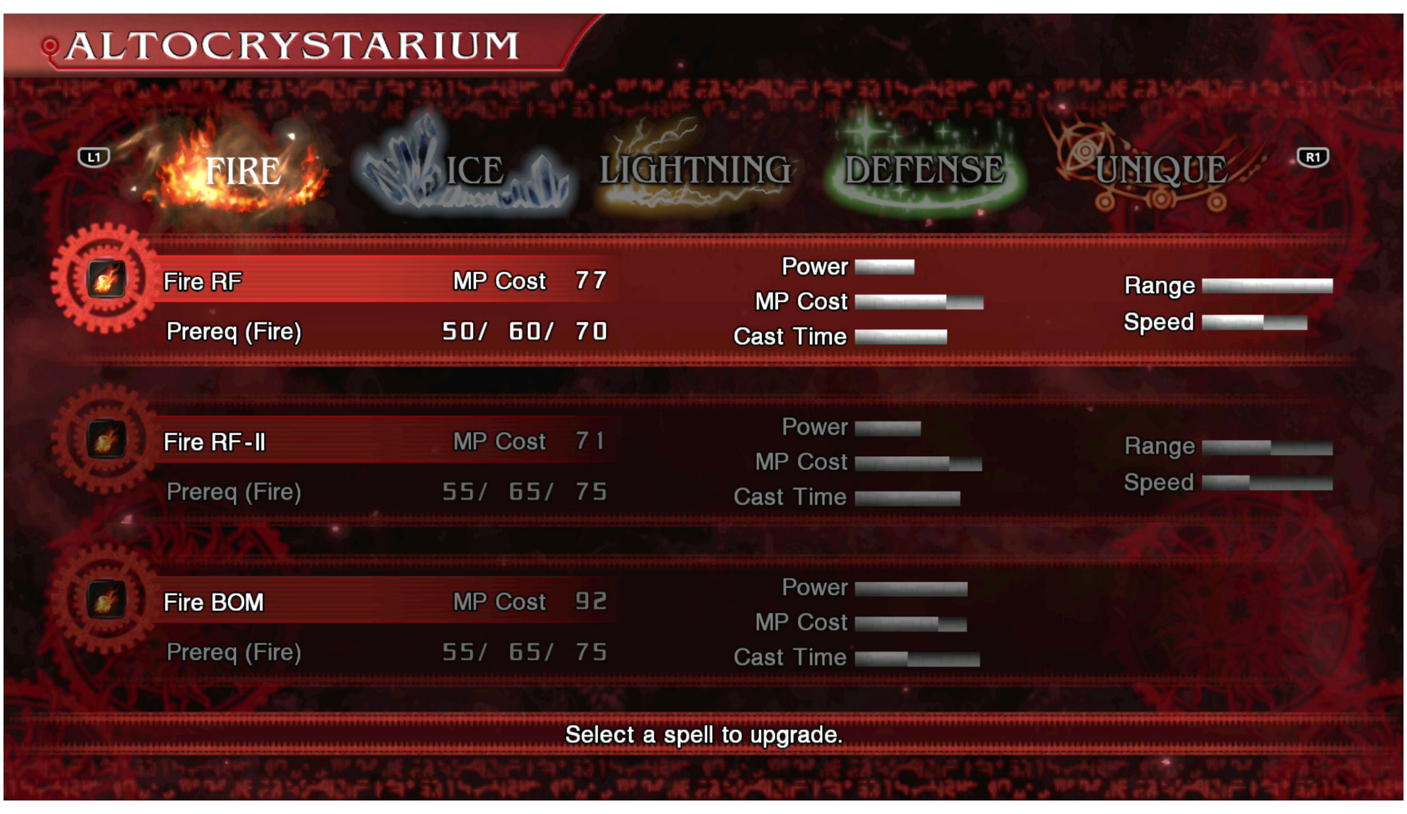
Accumulate SPP.



Altocrystarium

Spending Phantoma in the Altocrystarium improves magic. To enhance magic, you will first need to connect with the Altocrystarium before the Phantoma you have collected can be used. Furthermore, only the spells that have already been unlocked can be enhanced.

Using the Altocrystarium



Fire RF MP Cost 77
Prereq (Fire) 50/ 60/ 70
Power
MP Cost
Cast Time
Range
Speed

Fire RF-II MP Cost 71
Prereq (Fire) 55/ 65/ 75
Power
MP Cost
Cast Time
Range
Speed

Fire BOM MP Cost 92
Prereq (Fire) 55/ 65/ 75
Power
MP Cost
Cast Time

Select a spell to upgrade.

Phantoma can increase the level of your spells' individual stats, such as power, cast time, range, and more.

When Upgrading Spells Becomes Available

Upgrading spells becomes available in Chapter 2, after your first Free Time session and after checking in at the Altocrystarium.

Access to Upgrading Spells

You can check in at the Altocrystarium or select "Altocrystarium" from the Relic Terminal.

Spell Properties

When upgrading spells, choose from one to five properties to enhance. The properties you can select will differ depending on the spell.

Changes Depending on Level of Each Property

Property	Changes Depending on Level
Power, Recovery	For each 1.6-1.7 increase in level, basic power (damage output/heal effectiveness) will increase by 1 (if the spell is of magic type II, the basic power will increase by 1 for every 0.1-0.2 increase in level)
MP Cost	MP cost is reduced by 1 for each 0.3-0.4 increase in level
Cast Time	Cast time is reduced by 0.1% for each 0.1 increase in level
Range	Range increases by 4 cm for each 0.1 increase in level
Speed	Bullet speed increases by 4.5 cm per second for each 0.1 increase in level
Homing	The change of angle per second gets greater by 0.75 degrees for each 0.1 increase in level
Duration	Increases by 1 second for every 1.1-1.2 increase in level
Resilience	Increases the amount of damage Wall can withstand

Necessary Phantoma

The necessary Phantoma type and amount differs depending on the type of spell and the property to be enhanced. (There are cases where two types of Phantoma are required.) Furthermore, the necessary Phantoma will change depending on the level of the property to be enhanced.

Levels of Each Property

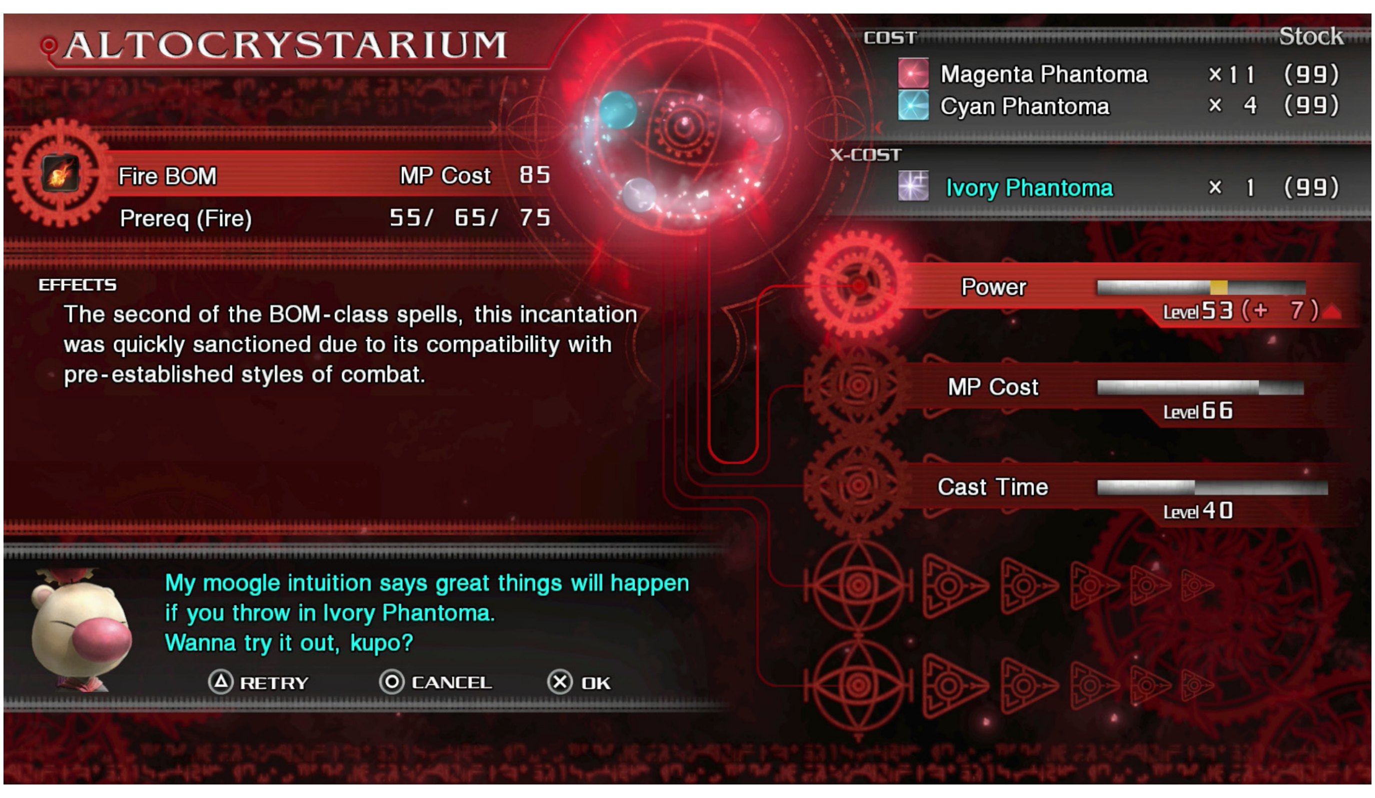
The strength of each property is shown by its level. There may be instances when upgrading a property increases the level of the selected property, but also decreases the level of another property.

Tips to Remember!

Enhancing properties other than MP Cost will, in most cases, reduce the level of MP Cost.

When enhancing MP Cost, there are many cases where the level of another property will be reduced, although this depends on the spell.

There Is a Max and Min for Each Property's Level



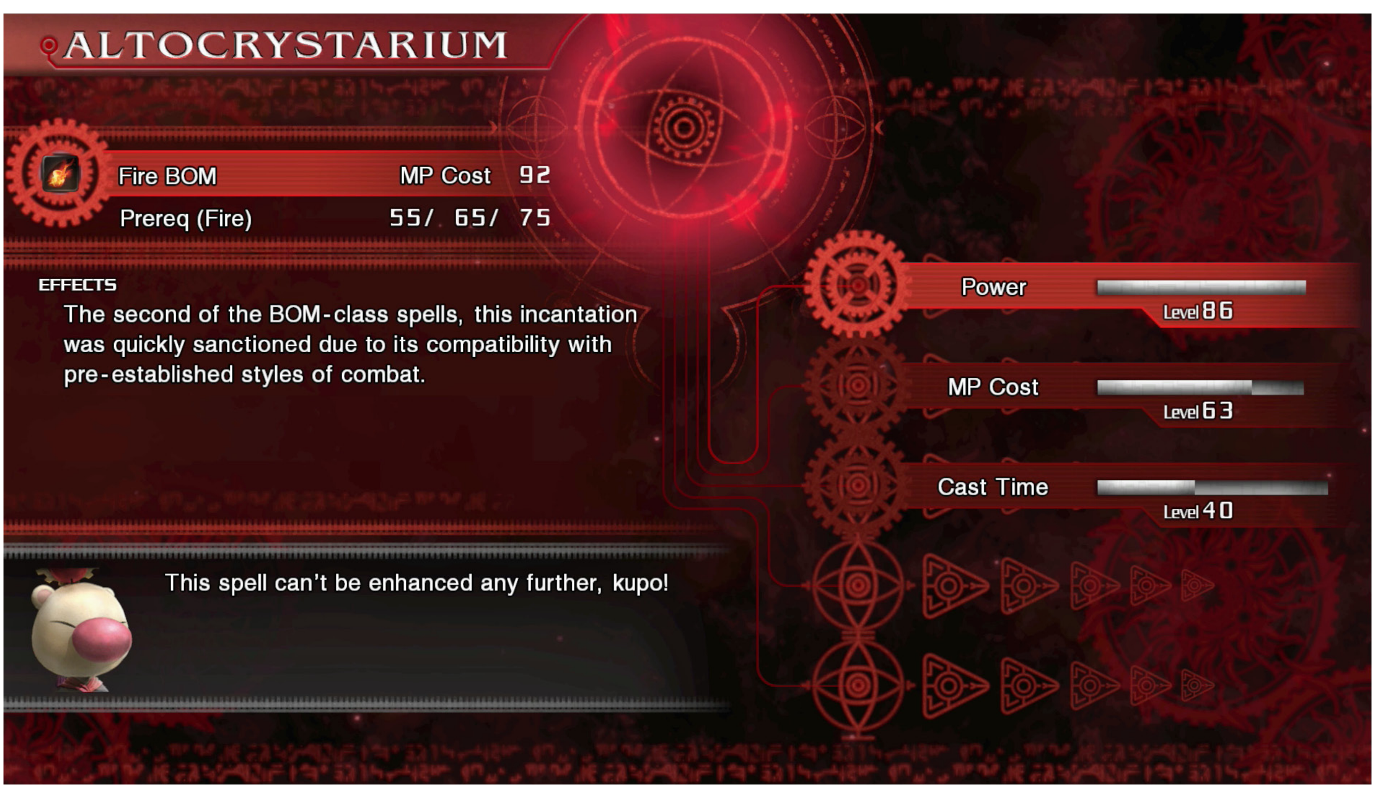
COST Stock
Magenta Phantoma ×11 (99)
Cyan Phantoma × 4 (99)
X-COST
Ivory Phantoma × 1 (99)

Fire BOM MP Cost 85
Prereq (Fire) 55/ 65/ 75

EFFECTS
The second of the BOM-class spells, this incantation was quickly sanctioned due to its compatibility with pre-established styles of combat.

Power Level 53 (+ 7)
MP Cost Level 66
Cast Time Level 40

My moogle intuition says great things will happen if you throw in Ivory Phantoma.
Wanna try it out, kupo?



Fire BOM MP Cost 92
Prereq (Fire) 55/ 65/ 75

EFFECTS
The second of the BOM-class spells, this incantation was quickly sanctioned due to its compatibility with pre-established styles of combat.

Power Level 86
MP Cost Level 63
Cast Time Level 40

This spell can't be enhanced any further, kupo!

By carrying out upgrades, you can enhance a spell, but you cannot perform infinite enhancements. The maximum level for each spell and each property is already determined, and even if you attempt to enhance past the maximum level, it will have no effect. Each level also has a minimum (all spell properties share a minimum level of 1.0). When an upgrade is carried out that would reduce the level of another property below the minimum, it will not fall below the minimum. Instead the level will not decrease at all.

Tips to Remember!

When you earn SP ranks, spells that you have gained the right to use (special spells) will be maxed out from the very first time you use them, and you cannot enhance them further.

The Strength of Spells Varies

The level of each property of a spell is shown on screen with any decimal places removed, but the strength of the spell is still influenced by these decimal places. Because of this, even if the spell is shown on the screen to be at the same level as another spell of the same type, but different element, there may be a difference in the spell's strength.

Type-0 101: The Fundamentals of War

Abilities

Abilities

Each character and Eidolon have special abilities. There are two types: command abilities that can be used as commands, and auto abilities that, once learned, will always be in effect. The general effects are shown as icons.

Learning and Using Abilities

When an ability is unlocked, you can spend AP (Ability Points) to learn it.

Learning Abilities

1. Check a Relic Terminal
2. Select Promotion
3. Select Abilities*
4. Choose a character to learn an ability
5. Select the ability you want the character to learn

*When you want an Eidolon to learn an ability, select Eidolons

Getting AP

Method	Who Gets AP	Amount
Level increase	Character who has had a level increase	1–8

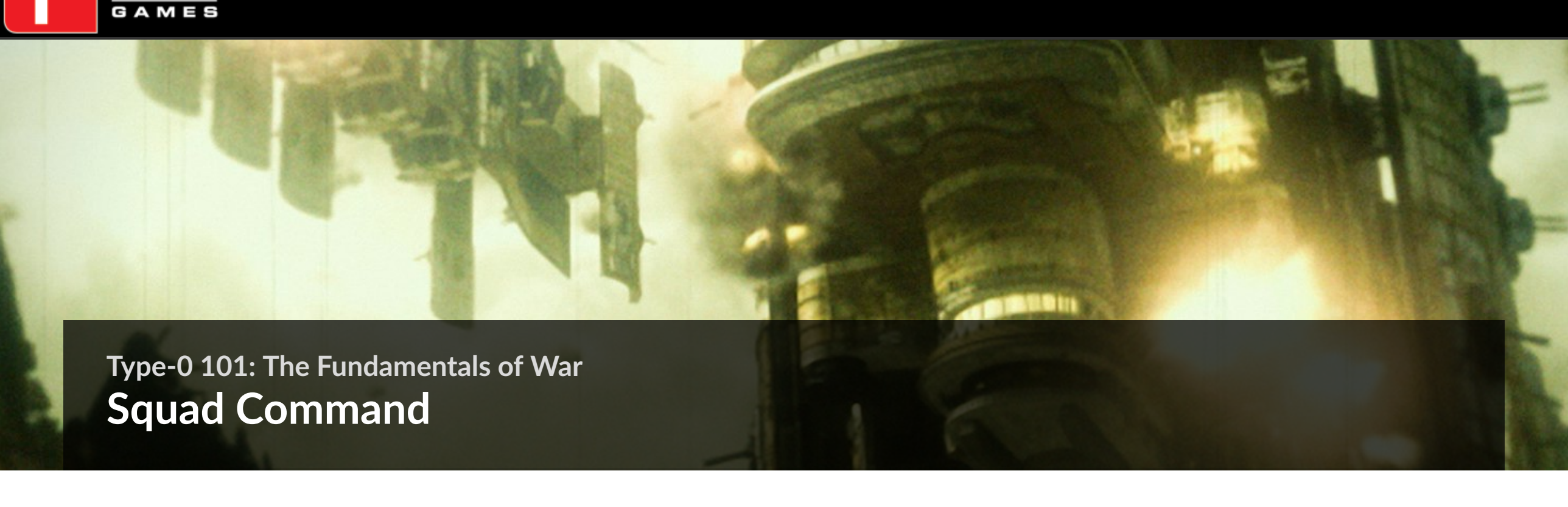
Using Command Abilities

Equipped command abilities can be used by pressing the assigned buttons. However, most command abilities will use a certain amount of the Ability Gauge (AG) when used, so be careful.

Tips to Remember!

The Ability Gauge will be used when you use Block or use the Triad Maneuver, or if you switch the character you are controlling.

When you enter a Recovery Portal, the Ability Gauge will be entirely replenished.



Type-0 101: The Fundamentals of War

Squad Command

You can choose from a range of options prior to starting a mission. The three main categories for squad commands are Triad Maneuver, Eidolon, and Vermilion Bird. Some of these commands may only be used once the required conditions have been met, or may entail suffering severe damage.

Triad Maneuver

This is when the three members of your party join forces to unleash a powerful move.

Triad Maneuver Availability

Enabled from the start of Chapter 3 on the first playthrough.

Enabled from the start of Chapter 2 on the second playthrough.

Triad Maneuver Conditions

Triad Maneuvers must be equipped.*

Your party must have three members, none of whom have Frozen, Stop, or KO status.

The active leader must have a full Ability Gauge.

*Once the Triad Maneuver is equipped, it will remain equipped whenever you are not on a mission.

Using Triad Maneuvers

Giving the Signal

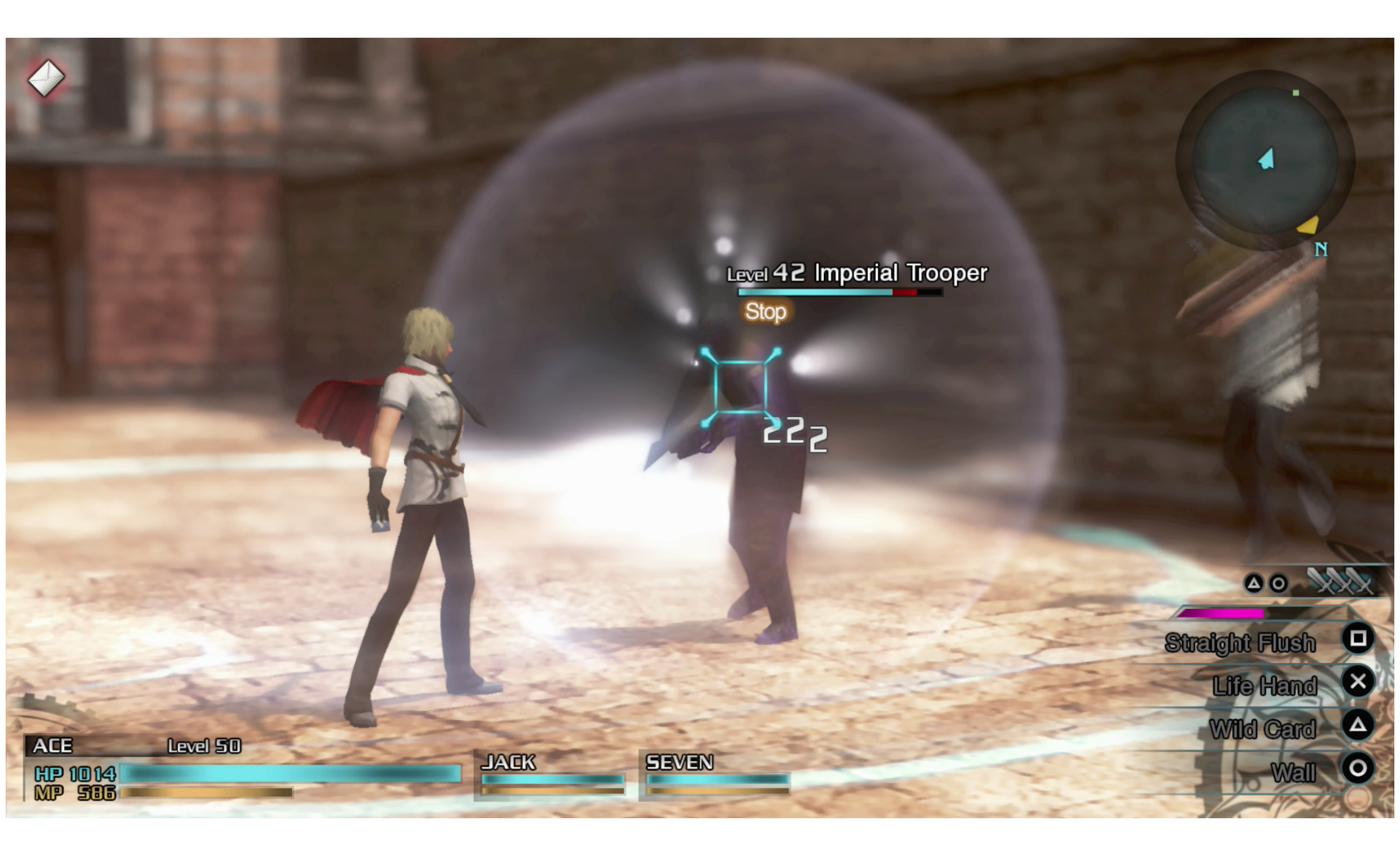
Press the appropriate buttons at the same time to signal the start of a Triad Maneuver. Your Ability Gauge will be drained. The active leader will unleash a shock wave hitting all foes in the vicinity.

Triad Maneuver Strikes

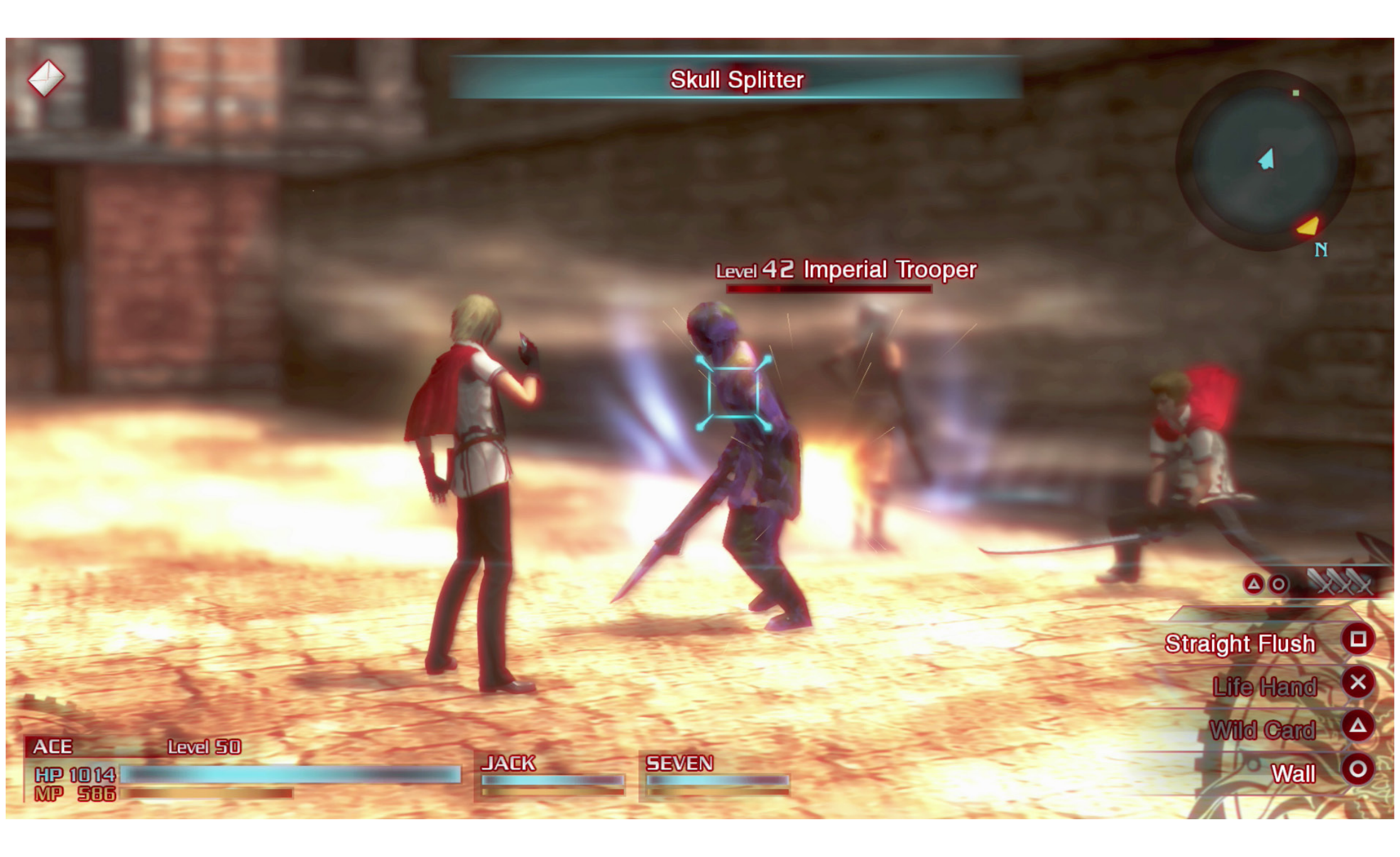
The other two members of your party will charge at the target and strike with shock waves and their Triad Maneuver attack. Press the normal attack button and your active leader will unleash a Triad Maneuver attack.

Returning to Original Positions

When your allies have finished their attack, they will instantly return to their initial positions. From the time your allies receive the signal to attack to the end of the Triad Maneuver, they are invulnerable to enemy attacks.



Launch a Triad Maneuver and a shock wave will stop all enemies in their tracks by inflicting Stop status on them.



Triad Maneuvers vary depending on the character. The name of the move is displayed on the top of the screen.

Tips to Remember!

During a Triad Maneuver, only the Ability Gauge of the active leader will be used up.

If the active leader dodges or is struck after issuing the signal for a Triad Maneuver, the active leader will be unable to use his or her Triad Maneuver strike. (Normal attack button attacks will revert to standard strikes.)

Eidolons

Eidolons refers to powerful creatures that can be summoned to fight in place of the active leader.

When Eidolons Can Be Summoned

You will be able to summon Eidolons after receiving the required Summoning Permit during "The Capture of Togoreth Stronghold" mission or from the start of Chapter 3. (You will only be able to enable the Eidolon squad command from Chapter 3 onwards.)

Eidolons you have unlocked will level up and gain abilities in the same way as active leaders. During your second playthrough, you'll be able to use Eidolons from the start of Chapter 2. That being said, you can only summon an Eidolon during missions.

Conditions for Summoning an Eidolon

The Eidolon must be equipped before starting a mission. (Only unlocked Eidolons can be equipped. On your first playthrough, once you have obtained the required Summoning Permit and unlocked Ifrit, this Eidolon will be automatically equipped.)

Eidolon cannot be dead.

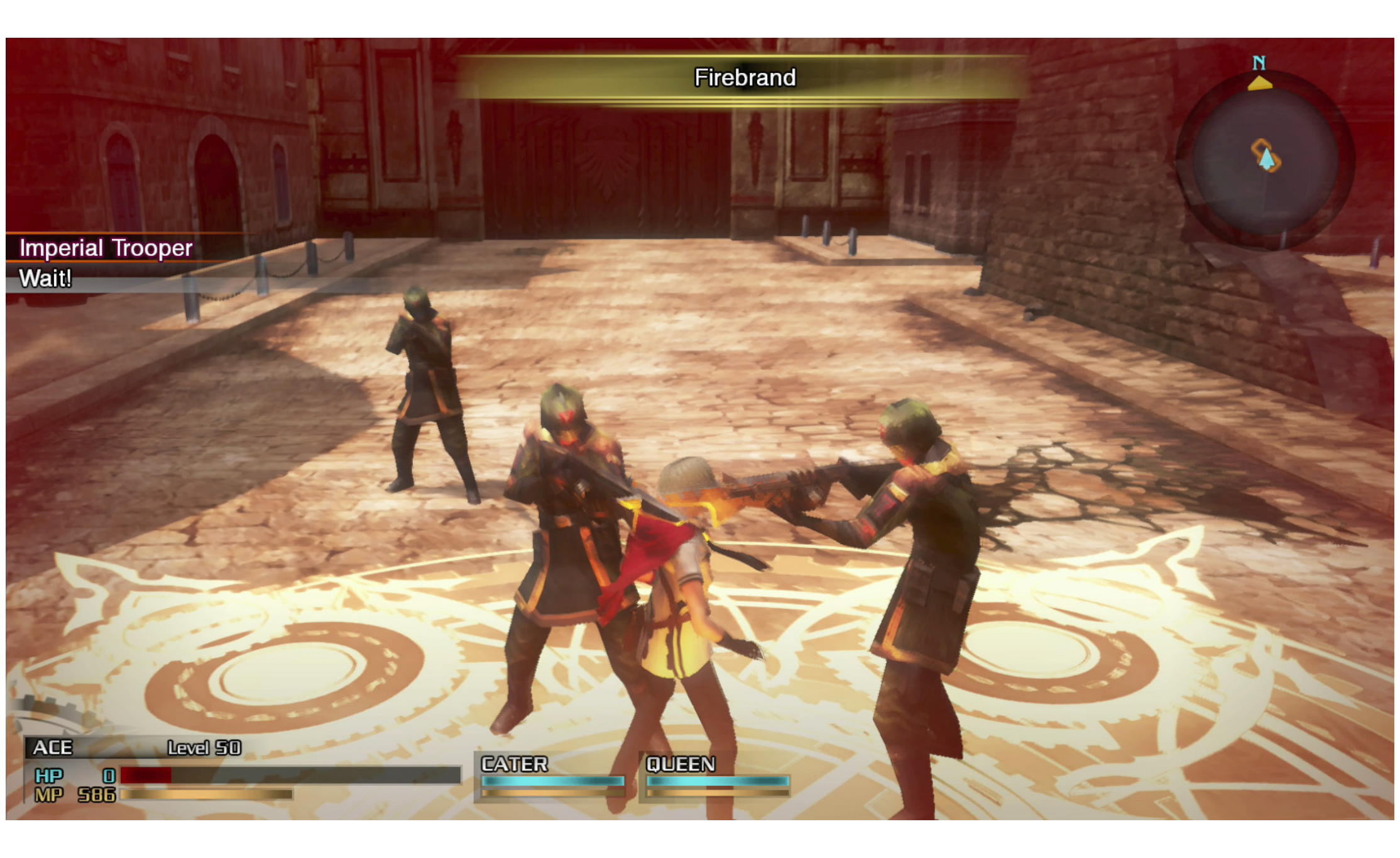
How to Unlock Eidolons

Clear certain missions.

Successfully complete certain SOs.

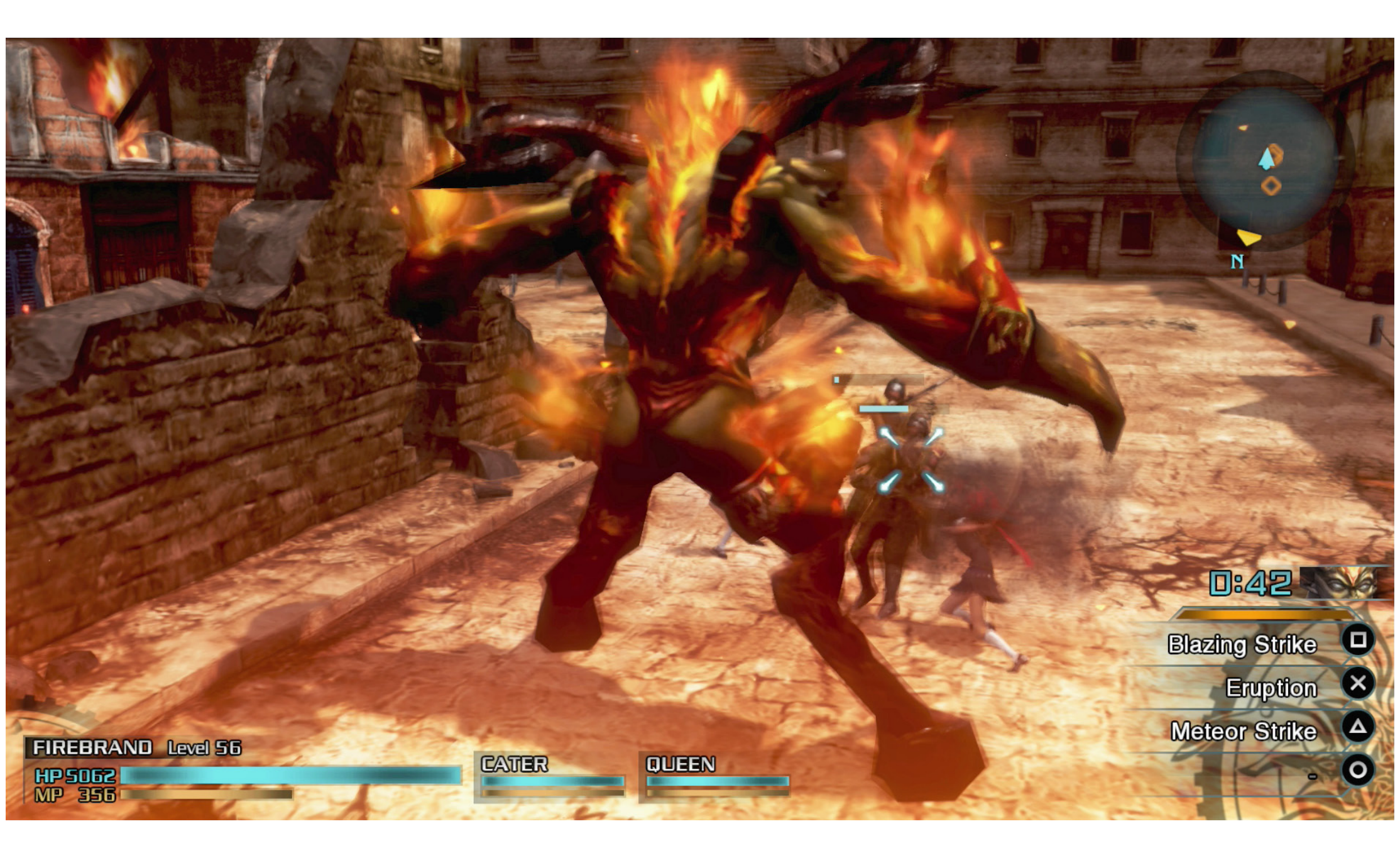
Summoning Eidolons

Opening a Portal



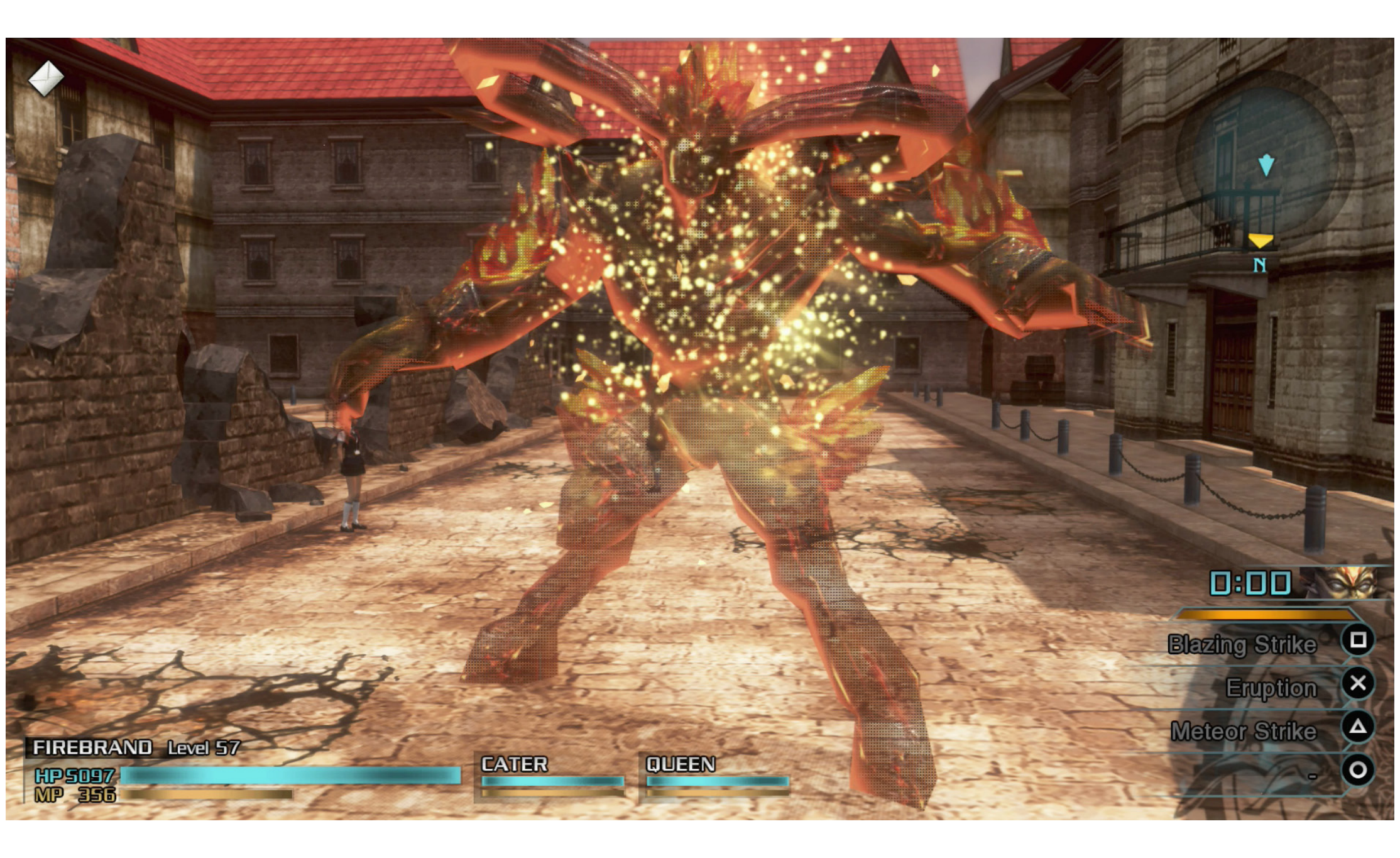
Pressing the two assigned buttons together for 0.4 seconds will open a portal below your active leader. Your active leader will then die and an Eidolon will be summoned.

Controlling Eidolons in Battle



You can control the Eidolon just like your active leader, but it will differ in the ways listed in the section below. Some Eidolons will move automatically and cannot be controlled.

The Eidolon Vanishes



Once the period for the summon expires, the Eidolon will vanish and be replaced by your dead active leader. (You will need to switch active leaders in order to control your party.)

If you try to open a portal in a space that is too narrow, it will not fully open and no Eidolon will be summoned. (Your active leader will not die.)

The remaining time that the Eidolon you have summoned will fight for is displayed above the Ability Gauge.

Main Ways Eidolons are Different from Active Leaders

They only appear for a certain amount of time. The length of time they appear for differs depending on the Eidolon. (Learning Summon Extension in the Promotion menu for Eidolons will extend the time they appear for.)

MP will recover automatically at a rate of 4.4-4.6% per second. (This can be accelerated with certain abilities.)

They cannot dodge.

They will not obtain Phantoma.

They will not obtain items.

Ability commands cannot be changed.

Tips to Remember!

After summoning an Eidolon, you can switch to other party members, but you will be unable to return to controlling the Eidolon.

Eidolons Can Come When You Fall in Battle

The affinity felt towards you by the Eidolon is a hidden stat you won't see displayed on-screen. If there is an Eidolon with a high affinity for you, they may be automatically summoned and come to the rescue when your party falls in battle. This is known as a surprise summon. Surprise summons will only take place when you are on a mission and have an Eidolon squad command equipped. This will not occur during battles on the Map of Orience.

1. Wiped Out

When all members of your party, including reserve members, have died, the Game Over screen will be displayed.

2. Surprise Summon

If you have met the required conditions and it's your lucky day, a surprise summon could occur. The summoned Eidolon will do battle automatically for 30 seconds.

3. Resurrection

If the Eidolon falls in battle or the summon period expires, it will disappear. Your entire party will be resurrected and your game will continue.

Eidolons Assigned to Surprise Summons

Which Eidolon appears is determined by which one you have the highest affinity with and whether or not that Eidolon is still alive. The Eidolon that shows up may not be the one you equipped at the start of the mission.

Eidolon affinity levels will increase and only increase at the end of a mission; they do not change during missions. Affinity starts at 50 and has a minimum of 0 and a maximum of 255, which increases or decreases based on whether or not the Eidolon you summoned is killed in combat or disappears naturally after its timer runs out.

If you die more than once during a mission, the probability of a surprise summon will decrease. It will decrease to half the second time you fall, before being reduced to a third, then a quarter, and lower. After clearing a mission or saving and reloading data, the probabilities will return to their original values.

Tips to Remember!

You cannot boost the time an Eidolon appears for during a surprise summon.

If there is insufficient room for a portal in your present location, a surprise summon will not take place.

Vermilion Bird

Vermilion Bird is a squad command that inflicts damage on an enemy while also possibly conferring the Reraise status on your active leader.

When You Can Use Vermilion Bird

In your first playthrough, you can use Vermilion Bird from Chapter 3, when you have completed the required Task during your second Free Time session.

From your second playthrough, you will be able to use it from Chapter 2, assuming you unlocked it in your first playthrough.

Vermilion Bird can only be equipped during missions.

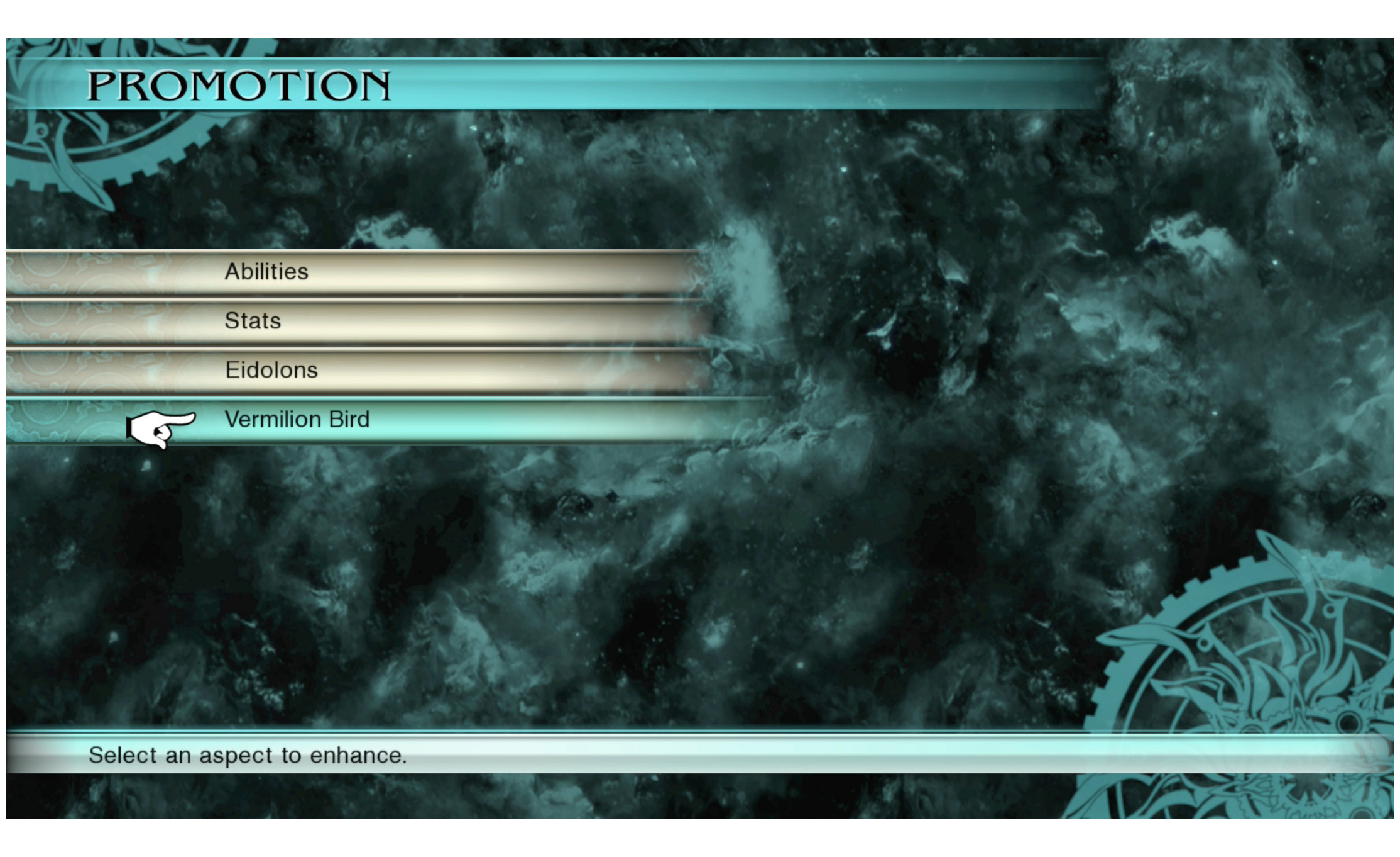
Conditions for Using Vermilion Bird

It must be equipped as a squad command.

Your party must have three members, none of whom have Frozen, Stop, or KO status.

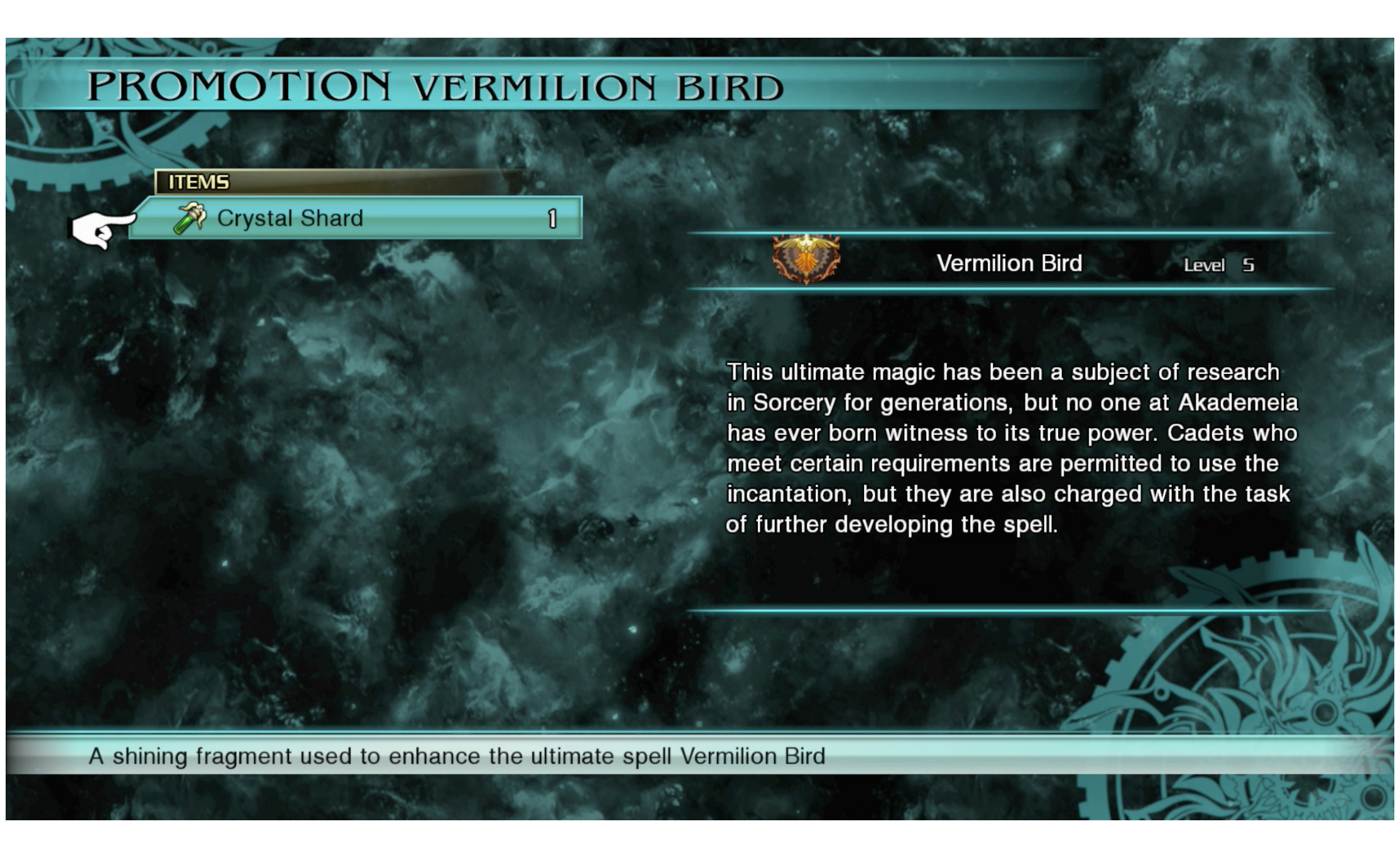
Using Vermilion Bird

1. Casting the Spell



Press the assigned buttons at the same time to begin casting Vermilion Bird. Keep the buttons held down and, as with other magic spells, you will see light moving from left to right at the command bar's location. MP will be consumed as you cast the spell.

2. Increasing Vermilion Bird Level



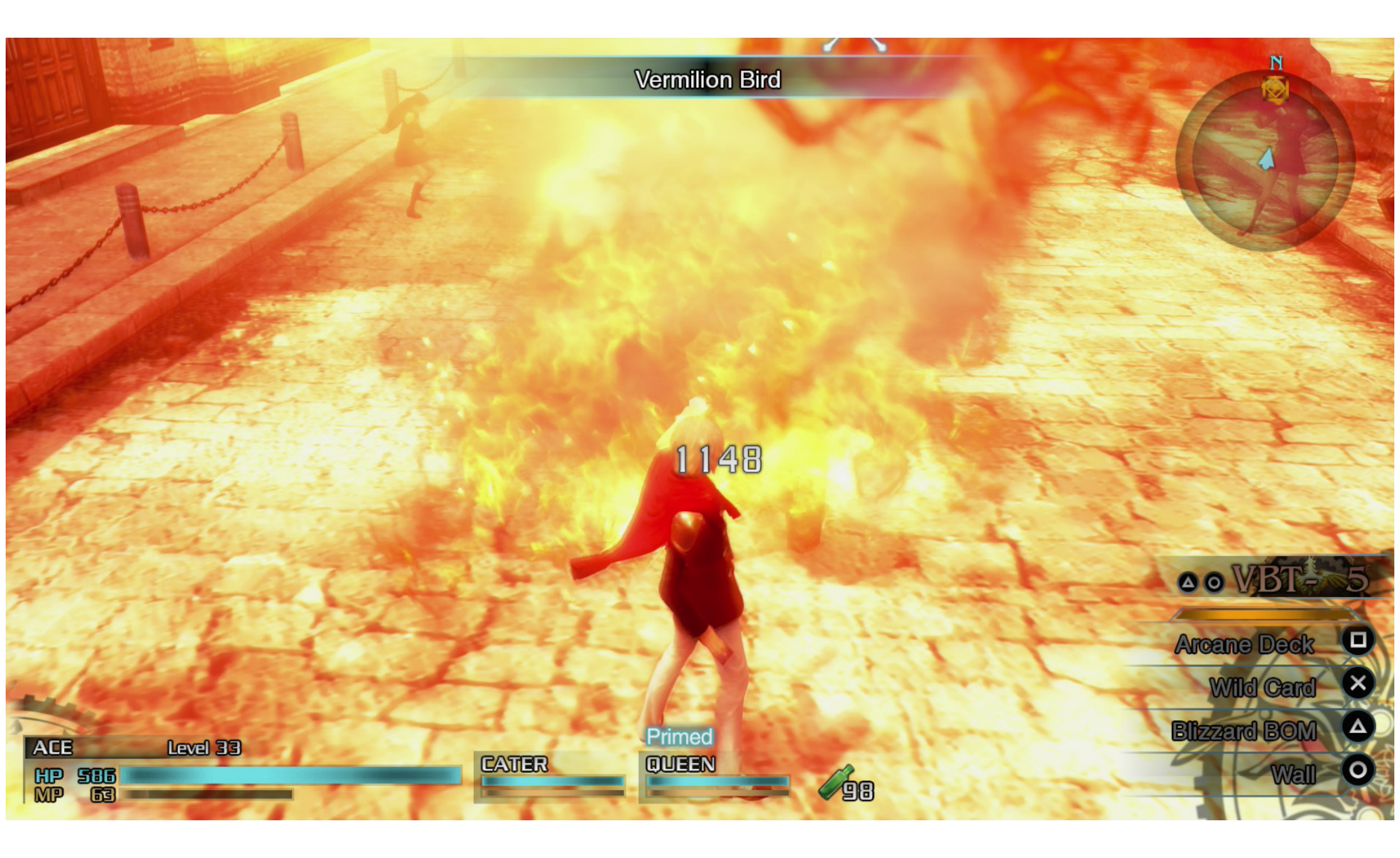
This ultimate magic has been a subject of research in Sorcery for generations, but no one at Akademeia has ever born witness to its true power. Cadets who meet certain requirements are permitted to use the incantation, but they are also charged with the task of further developing the spell.

A shining fragment used to enhance the ultimate spell Vermilion Bird

When the light reaches the limit on the right, the spell will reach Level 1 and you will be able to cast it. Keep the button held down and the light will travel from left to right again. Each time it reaches the right side, the level will increase until reaching the maximum level possible.

3. Launching the Attack

Release the buttons to unleash Vermilion Bird. Your allies will encircle the enemy at a high speed and all launch the fiery attack. They will then return to their original positions. Your party will be invulnerable while Vermilion Bird is being used.



Vermilion Bird Levels and MP Consumption

If your active leader's MP runs out before Vermilion Bird reaches Level 1, he or she will be unable to continue casting it and it will be canceled.

If your active leader's MP runs out with Vermilion Bird at Level 1 or above, its level will not increase further.

Even if Vermilion Bird has reached its maximum level, continuing to hold down the button will still drain MP.

Only the active leader's MP will be drained.

Tips to Remember!

The degree of damage dealt by Vermilion Bird will vary according to the power of your fire magic.

Vermilion Bird Power Varies According to Level

Value of Vermilion Bird Level

Initial value is set at 5.

By using Crystal Shards within the Promotion menu, this value can be increased by a single level at a time, up to a maximum of 100.

Your current Vermilion Bird level type is displayed above the Ability Gauge. The maximum level is 100.

Variation According to Level of Vermilion Bird

Change	Level 5 Vermilion Bird (Default Value)	Variation According to Level of Vermilion Bird
Casting time before reaching Level 1	3.17 seconds	With each additional level, this is reduced by 0.03 seconds. (Minimum value is 0.17 seconds.)

Variation Depending on Level When Launched

Change	Value at Lv. 1	Variation Depending on Level When Launched
Reraise status probability	26.5%	For every increase of 2 levels, probability is boosted by 1.5%, up to a maximum of 100%.

Type-0 101: The Fundamentals of War

Obtaining Phantoma

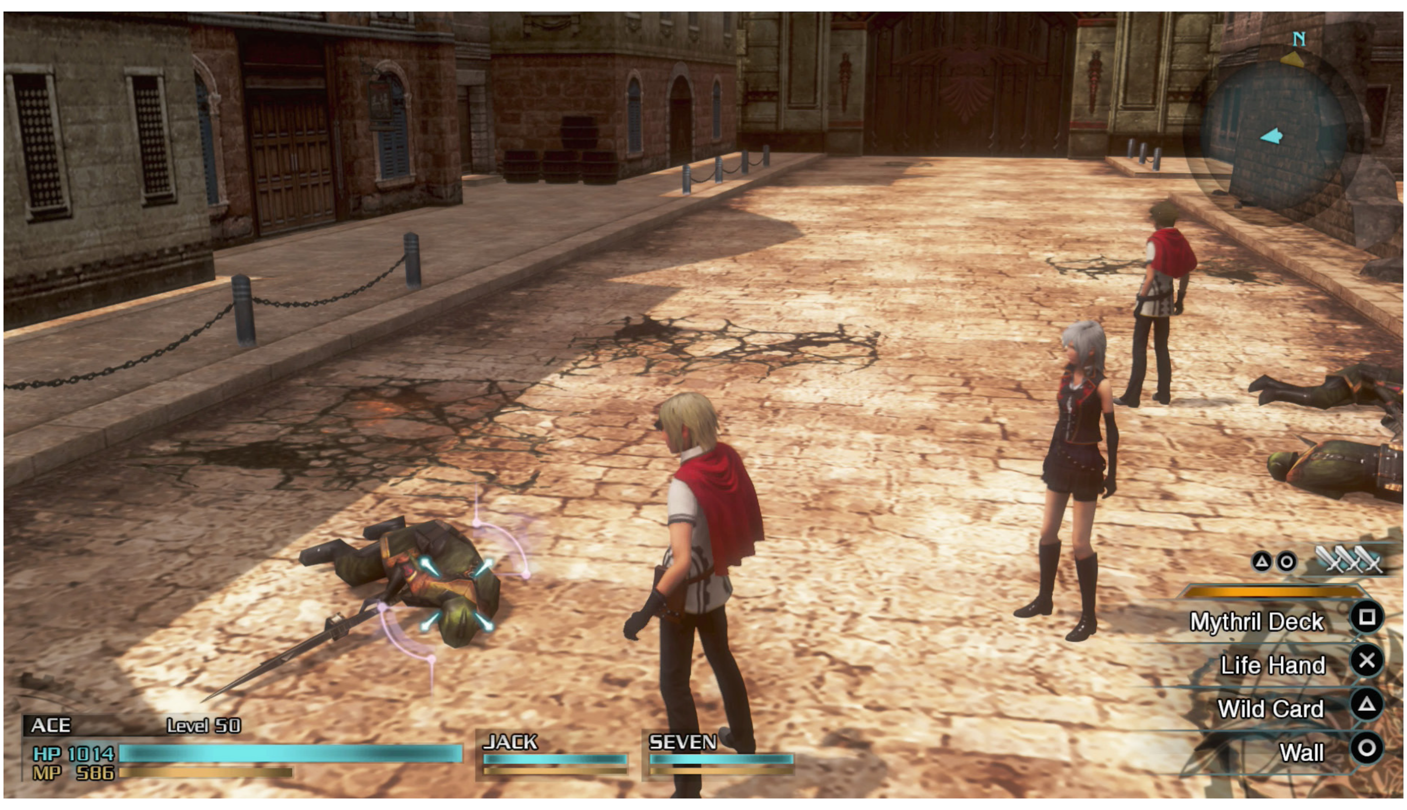
Phantoma

Phantoma can be thought of as soul energy. Magical research would be impossible without it. It can be obtained from enemies that fall on the battlefield and can be used to conduct upgrades in the Altocrystarium.

How to Get Phantoma

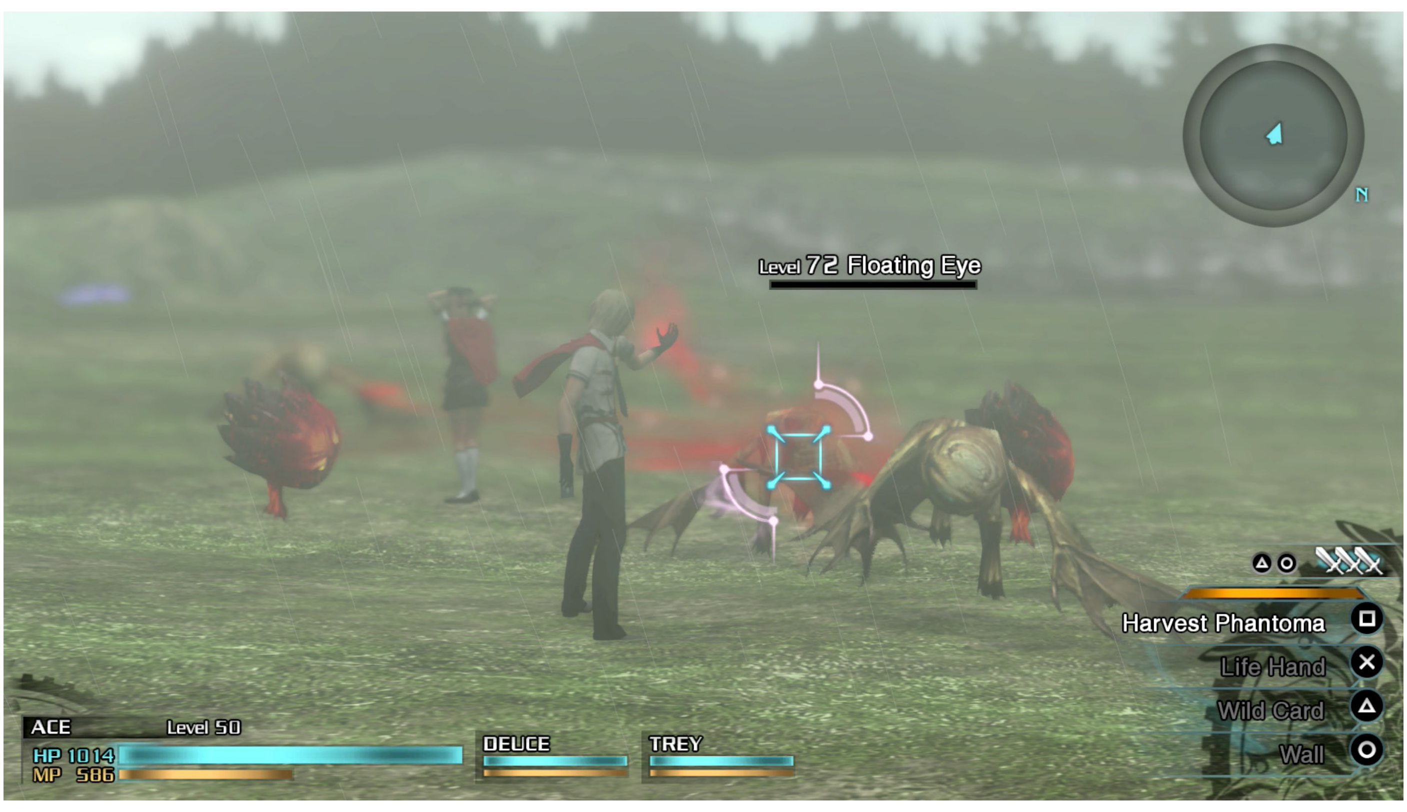
You can get Phantoma from deceased foes, or from Phantoma vendors.

1. A Mark is Displayed


N
Mythril Deck
Life Hand
Wild Card
Wall
ACE
Level 50
HP 1014
MP 586
JACK
SEVEN

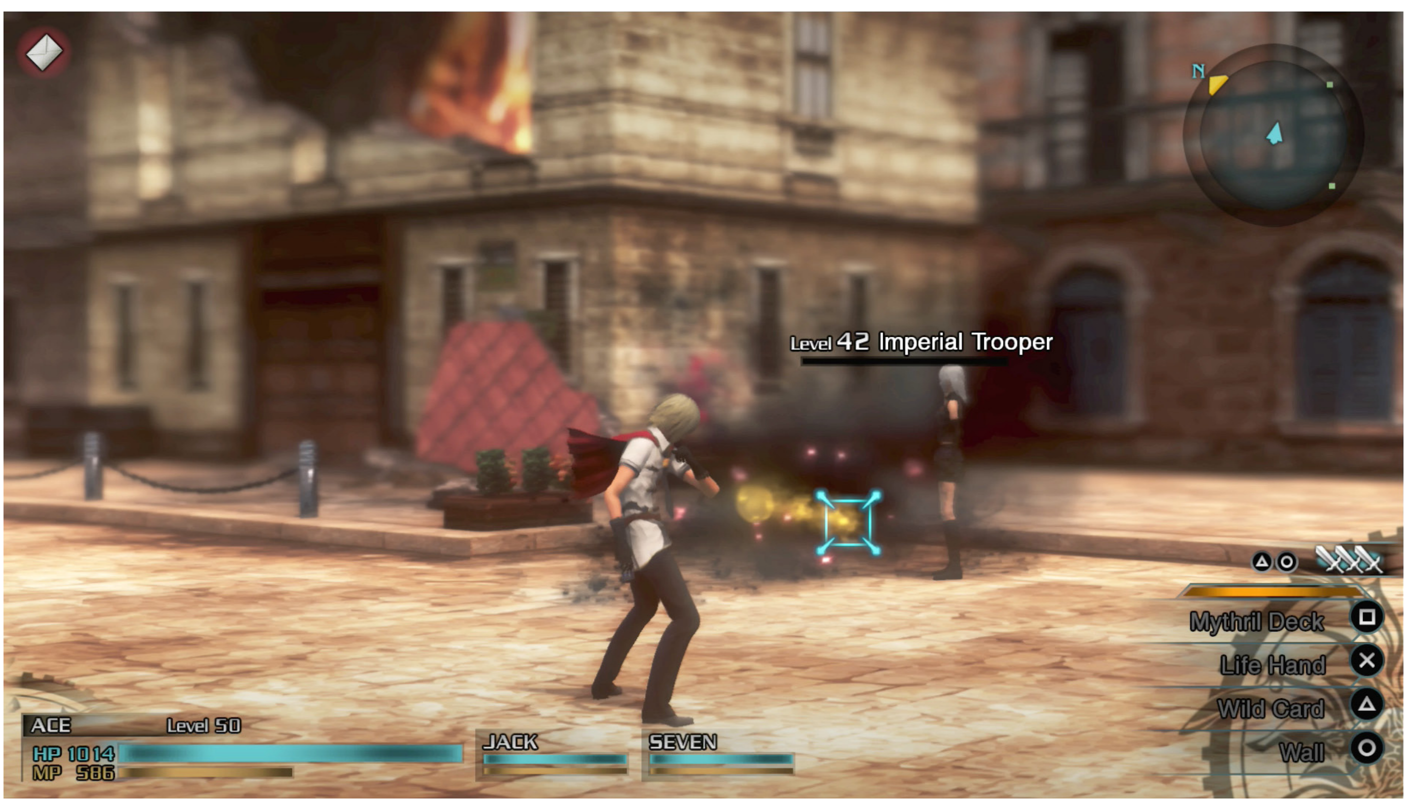
Target fallen enemies and a mark will be displayed around the target indicator. The type of Phantoma will be different depending on the color and shape of this mark.

2. Preparing to Take the Phantoma


N
Level 72 Floating Eye
Harvest Phantoma
Life Hand
Wild Card
Wall
ACE
Level 50
HP 1014
MP 586
DEUCE
TREY

Lock on to a target and your active leader will prepare to harvest the Phantoma. The fallen enemy will float and a red line will connect it to your character.

3. Obtaining Phantoma


N
Level 42 Imperial Trooper
Mythril Deck
Life Hand
Wild Card
Wall
ACE
Level 50
HP 1014
MP 586
JACK
SEVEN

Press the assigned button while locked on to a deceased target to take the Phantoma. You can get the Phantoma from every enemy you are connected to by a red line at the same time.

Effect of Obtaining Phantoma

Once an enemy's Phantoma has been harvested, it will explode, doing damage to any other enemies in the vicinity.

Balls of light will fly at high speeds from the enemies. If your active leader comes into contact with these balls, it can have the effects listed below. Note that you will be invulnerable for a short period after obtaining Phantoma, but the duration of this period varies according to the character.

MP Recovered by Obtaining Phantoma

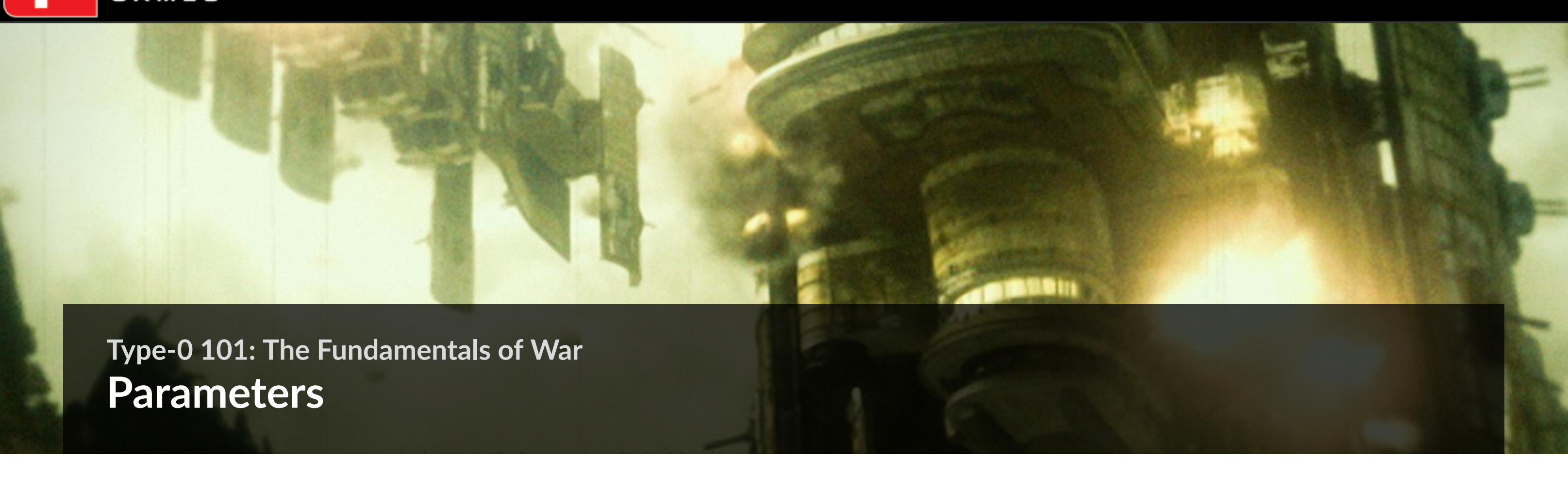
Phantoma Type	MP Recovered
Red, Blue (excluding Argent), Yellow	8
Green	12
Purple	30

Tips to Remember!

Any enemies that are still alive will be targeted prior to fallen enemies. If you wish to obtain Phantoma from a fallen enemy prior to taking on another foe, press the Right Analog Stick up to cycle between an active target and deceased target while locked on.

Enemies will disappear ten to fifteen seconds after dying, so you need to obtain their Phantoma before that. Once your active leader is connected to a dead enemy with a red line, the enemy will remain on screen for four times longer.

Phantoma cannot be harvested from mechanical enemies such as Martinets, unless they are piloted by soldiers.



Type-0 101: The Fundamentals of War

Parameters

There are eight different stats you can check via the Squad menu. These are HP, MP, Attack, Defense, Fire Magic, Ice Magic, Lightning Magic, and Defense Magic. There is also a Magical Defense stat, which is not displayed on screen.

The Role of Parameters

In battle, the active leader or Eidolon with the highest stats has an advantage.

What Each Stat Means

Name	Description
HP	Physical health. If it hits zero, you will die.
MP	Decreases when you use magic.
Attack	Affects the damage done by your strikes.
Defense	Affects the damage taken from enemy strikes.

How to Improve Your Stats

Level up.

Use enhancers or boost items.

Complete Moglin's classes.

Do Secret Training.

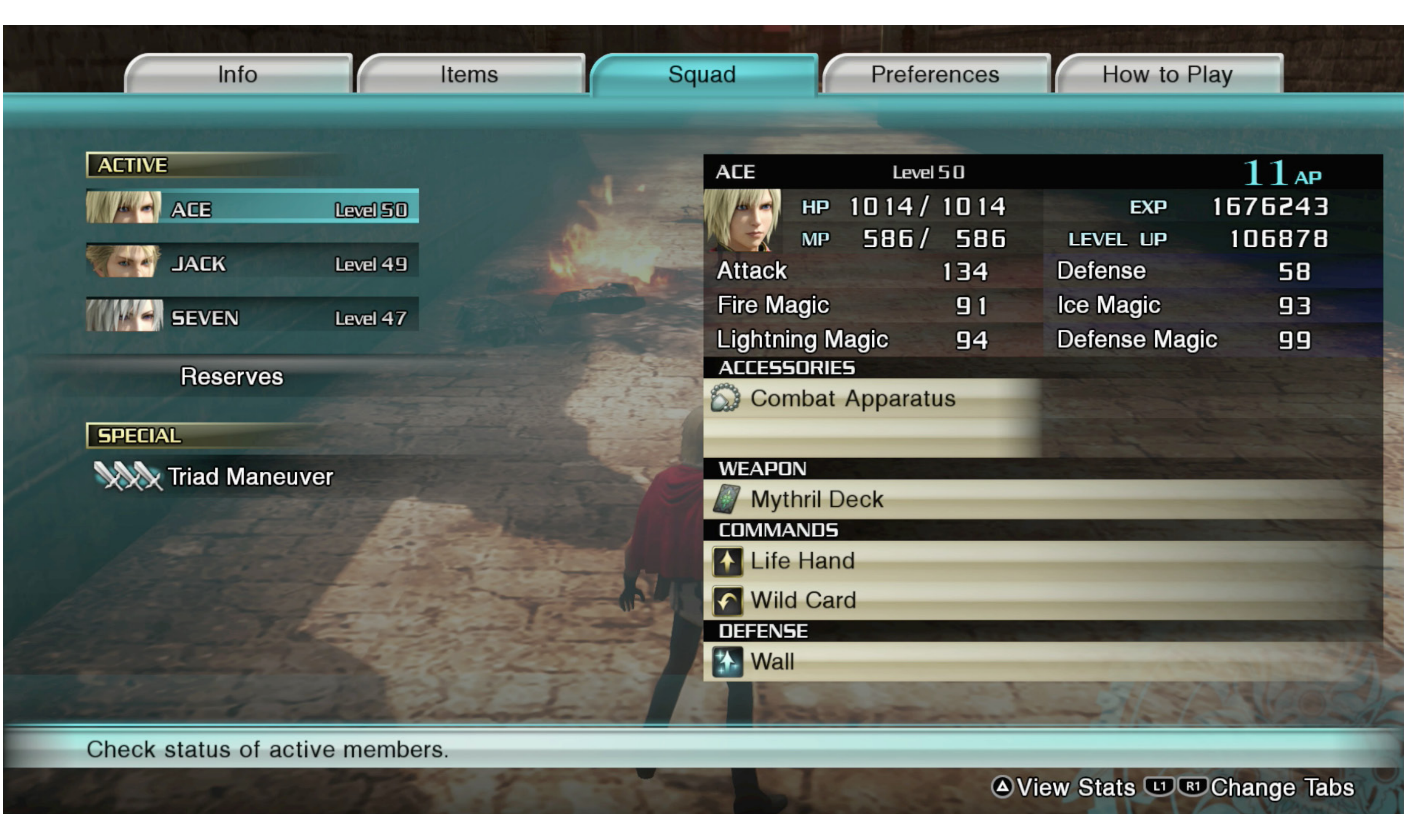
Carry out certain Tasks.

After completing his Events, get Ryid to join Class Zero.

After completing his Events, get Quon to join Class Zero.

Equip accessories and weapons.

Learn certain abilities (Eidolon only).



You can check parameters by selecting the Squad tab from the Info screen, selecting Reserves at a Relic Terminal, or prior to beginning missions.

Highlighting accessories or weapons to equip within the Armament menu will display gauges over certain stats, allowing you to compare possible stat increases and decreases.

Tips to Remember!

HP and MP can reach a maximum of 9999. Other stats have a maximum of 255.

Some accessories lower certain stats.

Some Enemy Strikes Are Affected by Magical Defense

The damage when you are hit by certain enemy strikes, such as the fire attack of the Nox Suzaku, is reduced by your Magical Defense, a stat that isn't displayed on screen. This value never changes. Enemies also have different levels of Magical Defense, and it can reduce the damage taken from certain strikes.

Levels

Members of Class Zero and Eidolons will level up and grow stronger each time they accumulate a certain amount of EXP.

Effects of Leveling Up

Your stats will improve.

You will gain AP.

Abilities will be unlocked.*

You will do more damage (varies depending on level gap with enemy).

You will take less damage. (Varies depending on level gap with enemy. Won't vary when your level is equal or greater than enemy.)

*Some abilities only unlock upon the unlocking of other abilities, and for characters like Jack and Machina that's the only way—just leveling up won't do the trick.

Getting Hold of EXP

Method	Who Gains It?	How Much?
Defeat enemies	Everyone who took part in the battle and is still alive will gain EXP the moment the enemy dies.	Varies depending on the enemy defeated
Do special training	Everyone (except Eidolons)	2000-100,000

The maximum amount of EXP you can gain from defeating an enemy is 99,999.

Characters who have the Ring of Pulse, Glove of Lindzei, Armlet of Etro, or Amulet of Mwynn equipped cannot obtain EXP.

Accumulated EXP per Level and AP Gained at Each Level (Including Eidolons)

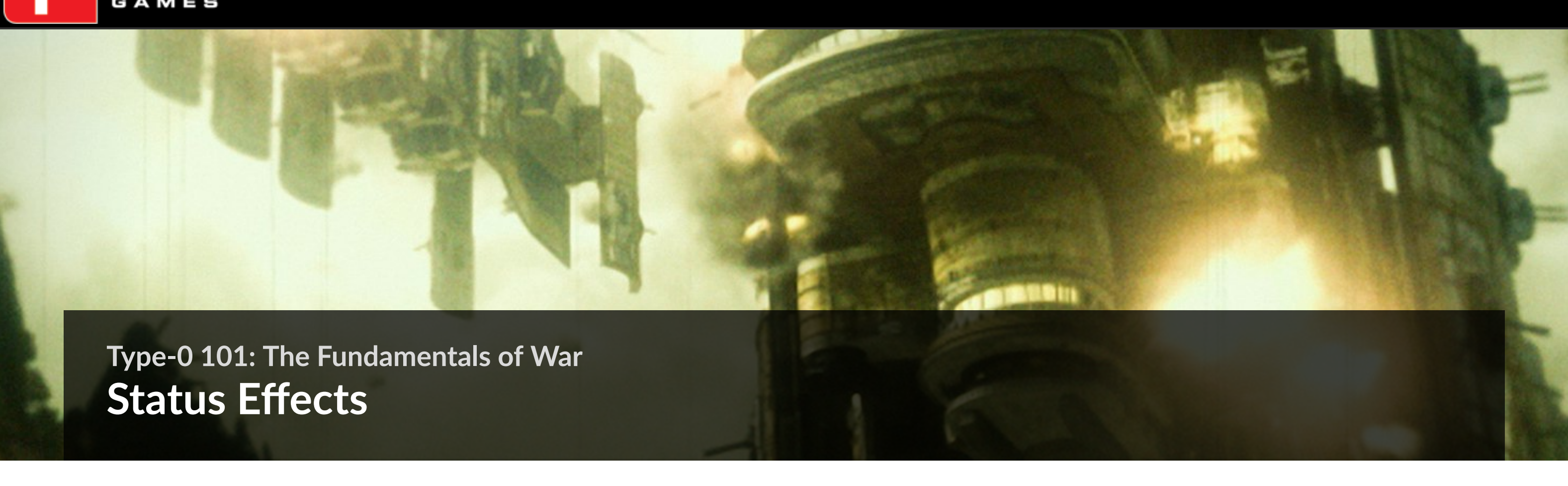
Lv.	EXP	AP
7	7450	1
8	8000	2
9	9100	1
10	10535	2
11	12026	2
12	14157	3
13	16974	2
14	20719	3
15	25724	5
16	31079	2
17	37799	4
18	45569	3
19	55313	4
20	65379	3
21	77069	4
22	89109	3
23	102171	2
24	117599	6
25	134280	2
26	153007	3
27	172672	4
28	194107	3
29	217282	2
30	243316	8
31	274179	2
32	310503	3
33	350720	2
34	395950	3
35	444890	2
36	497540	3
37	554075	2
38	614495	2
39	678800	3
40	747165	2
41	819590	4
42	896075	3
43	976813	2
44	1,061,803	3
45	1,151,130	2
46	1,244,880	2
47	1,343,141	2
48	1,446,003	3
49	1,553,558	2
50	1,665,899	5
51	1,783,121	3
52	1,905,321	2
53	2,032,598	2
54	2,165,053	4
55	2,302,789	2
56	2,445,911	3
57	2,594,526	3
58	2,748,743	2
59	2,908,674	2
60	3,074,433	5
61	3,246,136	2
62	3,423,901	2
63	3,607,849	2
64	3,798,103	1
65	3,994,789	3
66	4,198,035	2
67	4,407,972	1
68	4,624,733	1
69	4,848,454	2
70	5,079,274	1
71	5,317,334	1
72	5,562,778	2
73	5,815,753	1
74	6,076,409	3
75	6,344,899	2
76	6,621,379	1
77	6,906,008	1
78	7,198,948	2
79	7,500,365	1
80	7,810,682	1
81	8,130,344	3
82	8,459,818	1
83	8,799,594	1
84	9,150,187	2
85	9,512,137	1
86	9,886,011	1
87	10,272,405	3
88	10,671,945	1
89	11,085,288	2
90	11,513,124	1
91	11,956,902	1
92	12,419,810	3
93	12,907,587	1
94	13,430,180	2
95	14,004,997	1
96	14,663,372	1
97	15,472,151	3
98	16,581,738	1
99	18,593,749	8

Tips to Remember!

When you are forming your squad prior to beginning a mission, bear in mind that the likelihood of a squad member becoming "Primed" will vary depending on their relative level within the party.

The maximum level your characters and Eidolons can reach is 99. This is mostly true for enemies, but some will have levels of over 100 in the more challenging areas of the game.

The EXP you gain from defeating enemies will be reduced if your level is higher than your foe. This effect is relative to the total EXP gained, meaning it is less apparent the more EXP you get from defeating an enemy.



Type-0 101: The Fundamentals of War

Status Effects

Some status effects have positive effects, while others are negative. Negative effects can be caused by being attacked or being in a hazardous environment, while positive effects come from using certain magic spells, abilities, or items. Certain positive status effects are only effective against enemies, while others only work on you and your allies.

Status Effect Infliction

The probability of a status effect being inflicted depends on the target's resistance and the difference between you and your target's level.

Status Effect Infliction Rate (%)

Most Attacks

Attack Dependent Probability — Target Resistance + Level of Attacker, Level of Target x 5

The chances of inflicting a status effect depend of several factors: The attack used, what equipment your team is wearing and what resistances the enemy has. Most bosses cannot be inflicted by status effects. On the other hand, your team can wear equipment that will nullify certain status effect, making it impossible for them to be afflicted.

If the probability of success is 100%, the status effect will always be inflicted unless the target is invulnerable.

When a move is designated as unstoppable, the status effect will be inflicted even if the target is invulnerable.

Eidolons are all invulnerable to negative status effects.

With the exception of poison or drains to attribute resistance, once status effects are in effect, they cannot be inflicted again.

Status Effects with Different Probabilities

Zantetsuken (Odin Eidolon)*

(60 + Charge Level x 24) • Target Death Resistance

Shin-Zantetsuken (Grìmnir Eidolon)*

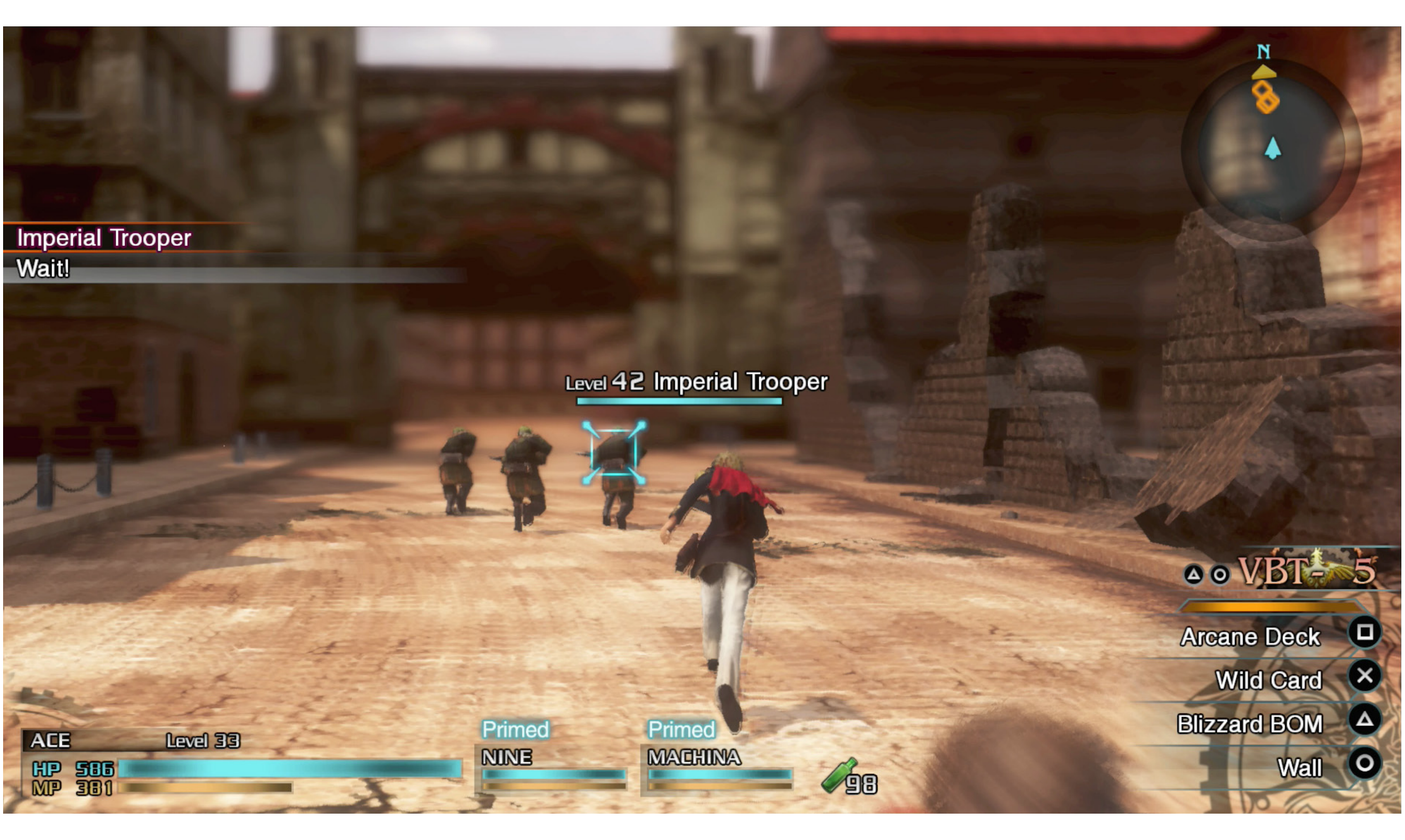
(80 + Charge Level x 24) • Target Death Resistance

Moxie volume will increase when a killer blow is delivered by Sice.

*Increase Charge Level for Zantetsuken and Shin-Zantetsuken by holding down the assigned button.

*Zantetsuken and Shin-Zantetsuken are guaranteed to deliver a fatal blow to any enemy with a Death resistance of zero.

Check Status Effects On Screen



The name of current status effects will be displayed over an ally's name on the bottom of the screen, or below an enemy's HP gauge when you are locked on to them. (The name is not displayed if the target is dead or if it is an effect that drains attribute resistance.) If the name of the status effect is outlined in blue, it has positive effects. If it is outlined in brown, this indicates that it has negative effects.

Most status effects alter the appearance of your allies or enemies.

Curing Negative Status Effects

Most negative status effects are cured when a certain amount of time has passed.

Main Methods of Curing Negative Status Effects

Allowing a certain amount of time to pass.

Using the spell Esuna or an item such as a Remedy (see below).

Using a Recovery Portal.

Using a curative status effect.

Returning to the Map of Orience after a mission or encounter battle.

Tips to Remember!

The duration of a negative status effect will vary depending on the way it was inflicted.

Status Effect List

How to Read the List

Name: The name of the status effect is displayed.

Effect/Description: The effect of the status effect is given with additional details where required.

How to Cure: The method of curing the status effect is given. The symbol ○ means that a status effect is cured, while × indicates that it is not.

Passage of Time: Indicates whether or not time will cure the effect.

Esuna, etc.: Indicates whether effect will be cured by the methods given in the "Esuna and Other Cures" note.

Death, Exit to Map of Orience: Indicates whether the effect is cured by death or exiting to the Map of Orience.

Other: Indicates there is a cure not listed above.

Esuna and Other Cures

Use spells such as Esuna, Esunara, Esunaga, Full-Cure, or Full-Cure II.

Use items such as Remedy, Mega-Remedy, Aurum Medica, or Insect Oil.

Use a Recovery Portal.

Trigger an invulnerability effect.

Negative Status Effects: Description and how to cure

Name	Effect/Description	Passage of Time	Esuna, etc.	Death, Exit to Map of Orience	Other
Burn	Loss of 1/8 of total HP inflicted every five seconds along with recoil effect.	○	○	○	–
Shock	Loss of 1/128 of total HP inflicted every two seconds along with recoil effect.	○	○	○	–
Silence	Victim unable to cast magic spells or Vermilion Bird. Cannot affect enemies.	○	○	○	–
Poison	HP drained by 7.5 per second. Regen status canceled. If a Poison status is inflicted on a target who is already poisoned, its duration will be reset.	○	○	○	Trigger Regen status.
Stop	Victim unable to move. While frozen, automatic HP recovery will not function. Stops most of the extended effects of other status effects (damage from Burn and Shock, HP reduction from Poison, HP recovery effect of Regen, etc.). Cancels Haste status.	○	○	○	Trigger Haste status.
Attribute Resistance Down	When attribute resistance decreases, the damage taken from attribute-related attacks increases. When attribute resistance is reduced, it can be further lowered if another status effect reducing resistance is inflicted. Only works on enemies.	×	×	○	–
Stun	Victim unable to move. As soon as the victim crouches, Killsight or Breaksight will be displayed. Damage inflicted will be doubled. (Damage inflicted by Cinque's Focus attack, Seven's Insult to Injury strike and Machina's Cyclone Drive will be quadrupled.) Only works on enemies.	○	×	○	Damage is taken.
Killsight	Any strike inflicted is fatal. If an enemy has been significantly damaged, whenever its Breaksight would normally appear, red Killsight will appear instead. Hitting an enemy that has its Killsight exposed will kill that enemy immediately.	○	○*	○	Damage is taken.
Death	Victim cannot perform any actions. Victim cannot participate in battle. All other status effects are canceled.	×	×	×	Use Phoenix Down. Use Raise. A surprise summon occurs. Enter Akademeia, or another town.

*Will not be cured by Remedy, Mega-Remedy, Elixir, Megalixir, Aurum Medica, recovery portals, or invincibility.

Positive Status Effects: Description and removal

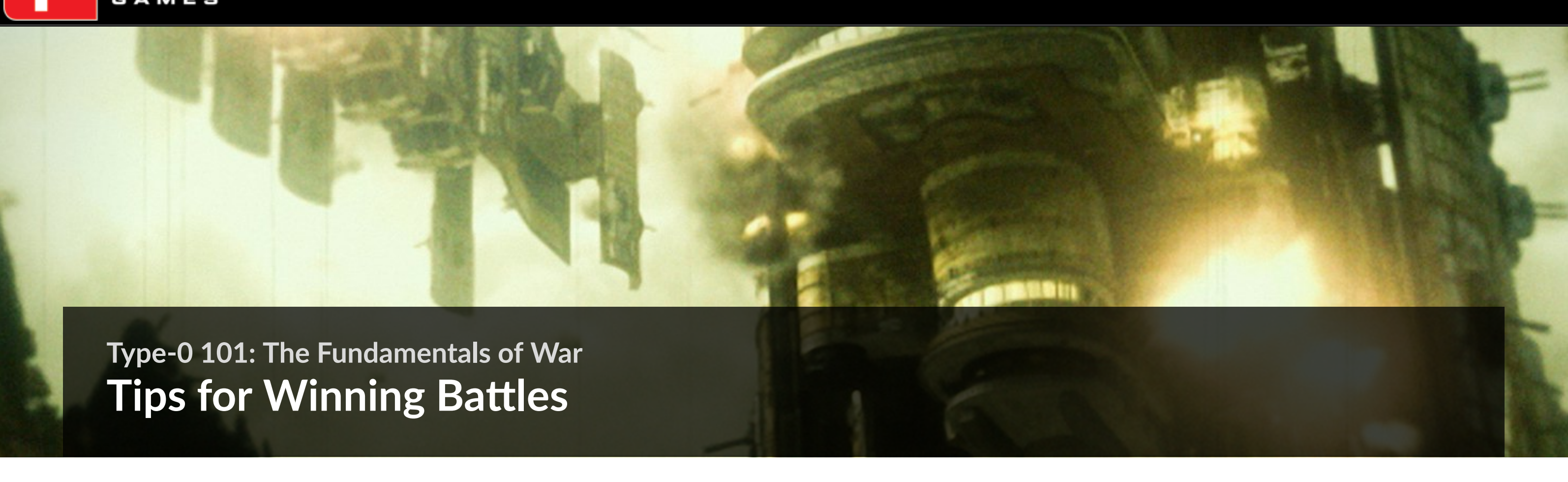
Name/Change in Status	Effect/Description	Passage of Time	Esuna, etc.	Death, Exit to Map	Other
Protect	Damage taken from attacks will be halved. Character will not fall or recoil. Stun value will not increase (enemies only). Critical strikes will not be taken (enemies only).	○	×	○	–
Invisible	Lowers the likelihood of being attacked by enemies. (Note that you are still vulnerable to being struck by attacks intended for others if you are in the wrong location.) Cannot affect enemies.	○	×	○	Get hit by a strike.
Regen	HP will recover at a rate of 0.56% of maximum HP per second. (This is in addition to automatic HP recovered when character is not active.) Cures Poison status.	○	×	○	Become poisoned.
Reraise	Resurrects dead character with full HP. Cannot affect enemies.	○	×	○	Effect is triggered.
Aura	Doubles damage inflicted by certain moves.	○	×	○	–
Trance	Doubles damage inflicted by magic spells and Vermilion Bird.	○	×	○	–
Quick	Time required to cast spell is halved. Cannot effect enemies.	○	×	○	–
Haste	Movement speed doubles. Cures Stop status.	○	×	○	Stop status inflicted.
Endure	Character will not fall or recoil. Cannot affect enemies.	○	×	○	–
Barrier	Renders spells and Vermilion Bird ineffective. Only works on enemies.	○	×	○	–
Invincible	Character is invulnerable to all strikes. Character will not fall or recoil. Any status effect curable with Esuna or related spells will be cured.	○	×	○	–
Freecast	Spells can be cast without using MP. Cannot affect enemies.	○	×	○	–
Primed	Identical effects to Aura and Trance statuses. Damage taken is halved. (If this is used at the same time as the Protect status, the effects will not be combined.) Cannot affect enemies.	×	×	○	Clear or quit mission.
Rage	The same effects as one or all of Aura, Haste and Endure will be triggered. The effects triggered will vary depending on the enemy. When status ends, Killsight will be triggered for six seconds. Only works on enemies.	○	×	○	–

Negative Status Effects: triggers and resistances

Name	Triggers	Resistances
Burn	Hellthunder, Hellthunder II, Elementillery [Cater], Elementalash [Seven], Wildfire Mace [Cinque], Wildfire Whipblade [Seven], Wildfire Spear [Nine], Bewitching Fragrance [Sice], Ifrit, Firebrand, Rubricante, Vulcan, Calamity, Ignis, Vermilion Bird, Ambushed (self-triggered)	Mythril Armor, Mythril Helm, Ignis Codex, Tome of Ifrit, Blaze Armlet, Armlet of Ifrit, Sublimation Ring, Gemini Ring, Lunar Armlet, Aria's Amulet, Flameshield Cloak, Gold Anklet, Ribbon, Super Ribbon, Lucid Lenses [Queen], SP Crystal, Genji Helm, Agito Insignia
Freeze	Hellthunder, Hellthunder II, Elementillery [Cater], Elementalash [Seven], Hoarfrost Mace [Cinque], Hoarfrost Whipblade [Seven], Hoarfrost Spear [Nine], Shiva, Shankara, Petite Shiva, Ambushed (self-triggered)	Mythril Armor, Glacies Codex, Tome of Shiva, Arctic Armlet, Armlet of Shiva, Sublimation Ring, Thundersnow Ring, Lunar Armlet, Aria's Amulet, Frostshield Cloak, Mobility Gear, Gold Anklet, Ribbon, Super Ribbon, Lucid Lenses [Queen], SP Crystal, Genji Helm, Iceblade Hilt, Agito Insignia
Shock	Hellthunder, Hellthunder II, Elementillery [Cater], Elementalash [Seven], Voltaic Mace [Cinque], Voltaic Whipblade [Seven], Voltaic Spear [Nine], Ambushed (self-triggered)	Mythril Armor, Fulgur Codex, Tome of Ramuh, Thunderbolt Armlet, Armlet of Ramuh, Gemini Ring, Thundersnow Ring, Lunar Armlet, Aria's Amulet, Sparkshield Cloak, Gold Anklet, Ribbon, Super Ribbon, Lucid Lenses [Queen], SP Crystal, Genji Helm, Agito Insignia
Silence	Ambushed (self-triggered)	Aegis Codex, Tome of Lakshmi, White Cape, Medical Kit, Ribbon, Super Ribbon, SP Crystal, Genji Helm, Agito Insignia
Poison	Bio, Hellthunder, Hellthunder II, Viral Spray [Cater], Toxic Mist [Sice], Venom Bow [Trey], Toxic Scythe [Sice], Black Widow [Jack], Bewitching Fragrance [Sice], Baalberith, Ambushed (self-triggered)	Star Pendant, Medical Kit, Ribbon, Super Ribbon, SP Crystal, Genji Helm, Agito Insignia
Attribute Resistance Down	Debuff Shot [Cater], Piercing Gleam [Jack]	–
Stun	Hellthunder, Hellthunder II, Ultima II, Enemy stun effect will increase until it reaches a set value	–
Killsight	Killfire, Killfire II, Death, Giga Burst [Ace], Burst Delta [Trey], Grand Delta [Trey], Last Stand (used on self) [Eight], Tranquility (after learning Tranquility: +Killsight) [Jack], Justice Guard [Queen], Odin, Grímnir, Ambushed (self-triggered), when Invincible status ends in "Darkside" mode (self-triggered) [Queen], Rage status ends	Angel's Earrings, Super Ribbon, SP Crystal, Agito Insignia
Death	Grim Reaper [Sice], Reaper's Tarot [Ace], Black Trump [Ace], Thanatos' Bow [Trey], Yoichi's Bow [Trey], Reaper's Scythe [Sice], Persephone's Scythe [Sice], Killer Knuckles [Eight], Rapture [Jack], Death Penalties [King], Valkyries [King], Assassin's Daggers [Rem], Bewitching Fragrance [Sice], Zantetsuken [Odin], Shin-Zantetsuken [Grímnir], Hit enemy targets with Killsight displayed.	Safety Bit, Super Ribbon, SP Crystal, Agito Insignia

Positive Status Effects: triggers

Name	Triggers
Protect	Protect, Protectra, Protega, Boost, Boost II, Concerto [Deuce], Hymn of Healing [Deuce] (after learning Flinchproof Hymn), Rigid Scaleskin, Ice Shard, Pretty Pelt, Turtle Shell, Reed Cloak, U1-Vulcanizer, SP Robe, SP Shield, SP Cape, SP Armor, SP Helm, SP Crystal, Agito Insignia, agree to certain SOs
Invisible	Invisible, Invira, Inviga, Boost, agree to certain SOs
Regen	Ferrum Medica, Aes Medica, Argentum Medica, Tree Sap, Turtle Shell, U1-Vitality Apparatus, U2-Vitality Apparatus, Seraphim Score [Deuce], Lace Leggings [Seven], Hagakure [Jack], Betrothal Ring [Rem], SP Cape, SP Armor, SP Helm, SP Crystal, Assault Targe, Agito Insignia, agree to certain SOs
Reraise	Reraise, Reraise II, Giga HP Charge [Ace], Undying Wish [Rem], Phoenix Pinion, Anima Lantern, Life Armlet (Only on Chapter 1), Vermilion Bird
Aura	Boost, Boost II, Concerto [Deuce], Concerto ff [Deuce], Last Stand [Eight], Fortified Ration, First Aid Kit, Strength Serum, Support Serum, Fire Shard, Fury Bristle, Pretty Pelt, Bomb Core, Onion Armor, U1-Strength Apparatus, U2-Strength Apparatus, SP Armor, SP Helm, SP Crystal, Amulet of Mwynn, Assault Targe, Agito Insignia, Golem, Gigas, Troll, Titan, Surprise Strike, agree to certain SOs
Trance	Full-Magic II, Concerto ff [Deuce], Flan Ooze, Bomb Core, Beast Flesh, Crystal Mail, SP Armor, SP Helm, SP Crystal, Enchanted Badge, Agito Insignia, First Strike, agree to certain SOs
Quick	Full-Magic II, Lightning Shard, Flan Ooze, Dragon Fang, Cactus Spine, Armlet of Etro, Black Cowl, Enchanted Badge, Akatoki Amethyst, Agito Insignia, agree to certain SOs
Haste	Last Stand [Eight], agree to certain SOs
Endure	Thick Hide, Adamant Armlet, Oracle's Codex [Ace], Transcendent Scroll [Eight], Meteor Buckle [Nine], agree to certain SOs
Barrier	Automatically triggered by certain enemies
Invincible	Dragon Ore, Golem, Gigas, Troll, Titan, enter "Darkside" mode [Queen], join battle from Reserves, reverse Death status, agree to certain SO
Freecast	Full-Magic, Full-Magic II, Giga MP Charge [Ace], Light Feather, Dragon Fang, Beast Horn, SP Helm, SP Crystal, Ring of Pulse, Grand Mage's Badge, Agito Insignia, Surprise Strike, agree to certain SOs
Primed	Start mission



Type-0 101: The Fundamentals of War

Tips for Winning Battles

Here we'll analyze the battle system and offer tips to make your life easier. Put these tips into practice and you'll be able to emerge victorious from even the toughest battle.

1. Start by Selecting Characters Who Are Easy to Control

The four easiest characters to use are as follows: Ace, Trey, Cater, and King. They can all perform ranged attacks, making it much easier for them to hit the enemy than it is for some other characters. You will be able to launch strikes at the enemy from a distance while staying out of harm's way, making fighting easy.

Rem is a great character to use for casting magic because her maximum MP is very high. Her MP can be replenished with Manalchemy, Siphon Sphere, or Siphon Delta, and she can then launch ranged magic attacks, making her battle style similar to the four characters listed above. It's a good idea to get familiar with controlling around two to four of these characters, as this will allow you to proceed through the missions relatively smoothly.

2. If Battles Are Tough, It's Time to Level Up

If you think the enemies you're facing are too tough, the problem is almost certainly that your level is too low. The damage dealt by attacks is closely related to the gap in levels between you and your opponent, as shown in the table below. Be sure to level up to near Moglin's recommendations before going into battle and you'll find it makes things a whole lot easier.

Multiplier Effect of Level Gap on Damage Done by Attacks

When Attacker's Level is Higher*

Level Gap**	Damage Multiplier
80	x 61.00
70	x 56.51
60	x 48.81
50	x 39.09
40	x 28.50
30	x 18.23
20	x 9.44
19	x 8.69
18	x 7.96
17	x 7.23
16	x 6.60
15	x 5.97
14	x 5.36
13	x 4.80
12	x 4.26
11	x 3.77
10	x 3.30
9	x 2.88
8	x 2.50
7	x 2.16
6	x 1.86
5	x 1.60
4	x 1.39
3	x 1.22
2	x 1.10
1	x 1.02
0	x 1.00

When Attacker's Level is Lower*

Level Gap**	Damage Multiplier
80	x 0.02
70	x 0.02
60	x 0.02
50	x 0.03
40	x 0.04
30	x 0.05
20	x 0.11
19	x 0.11
18	x 0.13
17	x 0.14
16	x 0.15
15	x 0.17
14	x 0.19
13	x 0.21
12	x 0.23
11	x 0.26
10	x 0.30
9	x 0.34
8	x 0.40
7	x 0.46
6	x 0.53
5	x 0.62
4	x 0.71
3	x 0.82
2	x 0.91
1	x 0.98
0	x 1.00

*The figures given for the multiplier are estimates.

**If the level gap is 81 or over, it will be treated as being 80.

3. Time It Right and Aim for the Killsight and Breaksight

When you attack enemies, you should always try to target each enemy's Killsight or Breaksight. But remember that if you wait until you see the Killsight or Breaksight before you strike, you're likely to miss your chance. You have to observe the enemy's movements and learn the precise point when the Killsight or Breaksight is displayed. It's important to get a sense of the time it takes from you pressing the attack button to your attacks hitting the enemy. Master these skills and you'll be able to time your attacks to strike the enemy at the precise moment when either the Killsight or Breaksight appears.

4. Learn to Lock On and Switch

To ensure you're ready to strike when a Killsight or Breaksight is displayed, it's a good plan to keep the lock-on button pressed down in battle. That way, your target is always in your sights. Just remember that if you keep the button held down after defeating the enemy, you will still be locked on to the same enemy. Switch your target using the Right Analog Stick so you can move swiftly on to the next enemy. You can also release the lock-on button and then hold it down again to set your sights on a different target.

5. Stock Up on Potions and Equip Them

Potions are your best bet for keeping your HP levels topped up in battle. With a single Potion costing just 100 Gil, you can stock up on large quantities of them. When Potions are equipped, you can use them with just the press of a button, making them simple to use even in the heat of battle. You can buy Potions from the orderly's store, so be sure to stock up. If you use a lot of Potions in battle, don't forget to replace them right away.

6. Switch Between Characters for Both Attacking and Healing

Remember that you can switch the character you're controlling in the middle of battle by pressing left or right on the directional pad. If one of your squad is low on HP, it's a good plan to switch to them and then use a potion or recovery item to restore their HP. You can also increase the effectiveness of your attacks by switching between members of your squad.

7. Always Accept SOs Before Heading to a New Area

It's a good idea to accept any SO you receive right before moving on to a new area, even if you don't intend to carry it out. The SO will be canceled when you enter the new area, but you will still get to carry over any positive status effects triggered by taking on the SO.

8. What Accessories Should I Equip?

The equipment listed in this section is highly recommended.

Accessories That Boost EXP

In this game, the difficulty of battles is directly related to your level. If you have accessories that boost EXP, be sure to equip them to your main character, at least until they reach level 99.

Useful Item That Is Easily Acquired

Name	Effect
Growth Egg	Doubles the EXP you gain

Boosting Attribute Resistance

It's best to equip accessories that will reduce the damage taken from the specific types of attack used by different enemies. If you find it too troublesome to swap equipment for every battle, it's smart to equip accessories that are either ballistic or impact resistant, or ideally both. You'll need this kind of defense against enemies you'll be meeting a lot, such as Imperial Troopers and enemies using Magitek Armor.

Useful Items That Are Easily Acquired

Name	Effect
Flak Jacket	Ballistic Resistance +25%
Ballistic Shield	Ballistic Resistance +30%
Deflector	Max HP +50%, Ballistic Resistance +30%
Shock Armor	Impact Resistance +25%
Quake Killer	Impact Resistance +35%
Zircon Shield	Ballistic/Impact Resistance +25%
Aria's Amulet	All Resistance +10%, Block Burn/Freeze/Shock

Boosting Maximum MP

Characters that rely on magic spells should ideally have items equipped that boost their maximum MP. This is especially useful for Rem, who has high maximum MP from the start. Accessories that boost both maximum MP and other magical powers are particularly good.

Useful Items That Are Easily Acquired

Name	Effect
Gold Bracelet	Max HP/MP +20%
Combat Apparatus	Max HP/MP +30%
Platinum Bracelet	Max HP/MP +40%
Ferric Ring	Max MP +20%
Argentic Ring	Max MP +30%
Auric Ring	Max MP +40%

9. Learning Abilities Is Vital

You will gain the AP required to learn new abilities each time you level up. After you level up, head to the Promotion menu within a Relic Terminal and choose the ability you'd like to learn.

10. Make Use of the Altocrystarium to Level Up MP Cost

Magic spells use up a lot of MP and won't be any use to you once your MP runs out. This is where the Altocrystarium comes in, as it will boost magical efficiency by reducing MP use and letting you use more magic. It's a good idea to decrease the MP Cost for SHG, SHG-II, and BOM spells. The time it takes to cast these spells will increase, but at the same time, you're already able to cast basic magic instantly. This is a great way to reduce the amount of MP you use as well as not having to worry about using Quick Draw abilities.

11. When to Use Akademeia's Support Personnel

When support characters from Akademeia join you, be aware that any members of your squad who are relegated to reserve members will not earn any EXP. Under normal circumstances, it's best not to accept support from Akademeia, ensuring that all three of your squad members earn EXP. It's useful to call in Support Personnel when you only have a single active member, or the mission level is higher than you are comfortable with and your squad members are at serious risk in battle.

12. Which Squad Command Should I Use?

The easiest of the three squad commands to use is the Triad Maneuver. If you enable this command, it will give you the opportunity to inflict serious damage on enemies that are hard to target using Killsights and Breaksights. After using a Triad Maneuver, your Ability Gauge will be completely drained, but it will build up again as you attack enemies. Don't hesitate to use Triad Maneuvers whenever you can.

13. Earning Gil

If you keep taking out enemies with the Setzer airship with a combo rate of x256, you'll be able to earn a huge amount of Gil. Just be aware that it's very difficult to pull this off successfully, and if you don't get it right it actually becomes a very inefficient way to boost funds. You'll need to activate the Setzer from the Silent Key before being able to attempt bringing in Gil this way. Keep the points detailed below in mind to increase the efficiency of your money making.

Tips For Earning Gil in Missions

Adjust the difficulty level depending on the level of your player character.

When the difficulty level is Officer or higher, it's a good plan to fight with a single player so you'll earn a bigger bonus and improve your battle stats. To speed things up, ignore enemies you don't need to do battle with.

You can earn Elixirs fairly easily from picking up items in missions and side areas, and completing SOs and Tasks. Each Elixir can then be sold for a total of 2000 Gil.

14. Earning EXP

The best way to make your life easier in battles is to level up. Use the methods listed below to earn EXP. You should aim for the level of your main characters to either be equal to or higher than the level of the mission you are taking on.

Remember to Study

When you have Free Time, it's a good idea to head to Classroom Zero to take lessons from Moglin. Moglin will sometimes teach a class that will allow your whole squad to gain large amounts of EXP. Taking lessons is one of the simplest ways to power-up your team, so remember not to skip class!

Remember to Do Secret Training

You can earn EXP while not playing Type-0 HD by having a member of your squad do Secret Training from the Arena in Akademeia. If you put a squad member in Secret Training, the next time you start the game, you'll find that this squad member will have a whole lot of additional EXP. It's a great way to level up with minimal effort. In order for your character to gain any experience from Secret Training, two hours must pass. For every two hours that pass, your character will battle one opponent. Your character can only battle a maximum of twelve opponents (twenty-four hours), so it's a good idea to check in once a day and end the current training to begin another session and keep the EXP flowing.

Repeat Missions

Choose the missions appropriate to your level and progress through the story. Give yourself a further boost by equipping items such as Growth Eggs, which increase your EXP yield. When your character's level is much lower than the level for the mission, you should equip the spell Avoid, which will make your character automatically dodge out of the way of enemy strikes.

Characters

Ace

Ace is primarily a ranged fighter, but his versatility makes him an asset in almost any situation.

Essential Details

Initial Status	
Level:	6
EXP:	7320
AP:	4
Accessories:	Glacies Prima, Vol. I; Life Armlet
Weapon:	Playing Cards
Commands:	Cut Cards; Blizzard BOM
Defense Command:	Wall

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	8.4 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

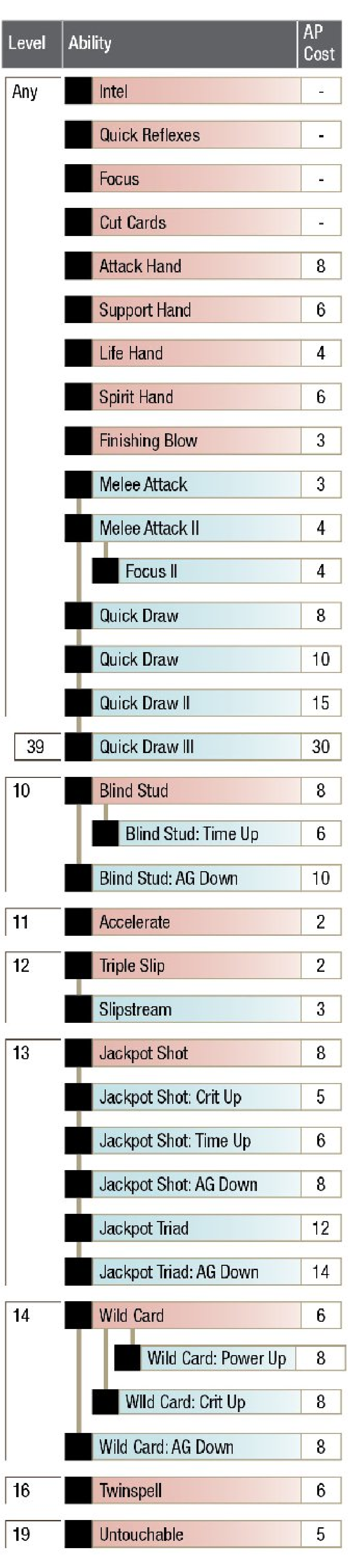
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
6	230	250	58	47	53	55	56	57
10	276	265	62	48	55	57	58	59
20	387	304	72	51	60	62	63	64
30	488	343	82	53	65	67	68	69
40	578	382	92	56	70	72	73	74
50	660	421	102	58	75	77	78	79
60	731	460	112	61	80	82	83	84
70	793	500	122	63	85	87	88	89
80	844	539	132	66	90	92	93	94
90	887	578	142	68	95	97	98	99
99	916	609	151	70	99	101	102	103
Class Zero Rank	12th	8th	10th	12th	9th	8th	5th	6th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quickdraw II	Cast level II finishing magic.
Quickdraw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Quick Reflexes	Dodge even during other actions.
Melee Attack	Perform a melee attack with Left Analog Stick Up + normal attack.
Melee Attack II	Perform a finishing move after melee attacks.
Quick Draw	Cast a finishing spell after melee attacks.
Focus	Perform a charged attack with Left Analog Stick Down + normal attack.
Focus II	Increase number of hits for charged strikes.
Finishing Blow	Perform a finishing move after normal attacks.
Quick Draw	Cast finishing magic after a normal attack.
Cut Cards	Draw cards from a deck of various effects.
Attack Hand	Draw cards from a deck stacked with attack effects.
Support Hand	Draw cards from a deck stacked with support effects.
Life Hand	Draw cards from a deck stacked with HP recovery effects.
Spirit Hand	Draw cards from a deck stacked with MP recovery effects.
Blind Stud	Lay a card on the ground and activate to damage enemies.
Blind Stud: Time Up	Blind Stud remains active for a longer time.
Blind Stud: AG Down	Reduce AG cost of Blind Stud.
Jackpot Shot	Fire a laser beam forward.
Jackpot Shot: Crit Up	Increase critical hit rate of Jackpot Shot.
Jackpot Shot: Time Up	Jackpot Shot remains active for a longer time.
Jackpot Shot: AG Down	Reduce AG cost of Jackpot Shot.
Jackpot Triad	Fire lasers in three directions.
Jackpot Triad: AG Down	Reduce AG cost of Jackpot Triad.
Wild Card	Teleport to location of enemy hit by card and attack.
Wild Card: Power Up	Increase power of Wild Card.
Wild Card: Crit Up	Increase critical hit rate of Wild Card.
Wild Card: AG Down	Reduce AG cost of Wild Card.

Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Quick Reflexes	-
	Focus	-
	Cut Cards	-
	Attack Hand	8
	Support Hand	6
	Life Hand	4
	Spirit Hand	6
	Finishing Blow	3
	Melee Attack	3
	Melee Attack II	4
	Focus II	4
	Quick Draw	8
	Quick Draw	10
	Quick Draw II	15
39	Quick Draw III	30
10	Blind Stud	8
	Blind Stud: Time Up	6
	Blind Stud: AG Down	10
11	Accelerate	2
12	Triple Slip	2
	Slipstream	3
13	Jackpot Shot	8
	Jackpot Shot: Crit Up	5
	Jackpot Shot: Time Up	6
	Jackpot Shot: AG Down	8
	Jackpot Triad	12
	Jackpot Triad: AG Down	14
14	Wild Card	6
	Wild Card: Power Up	8
	Wild Card: Crit Up	8
	Wild Card: AG Down	8
16	Twinspell	6
19	Untouchable	5

Recommended Strategies

Ace is an extremely versatile character. With his impressive assortment of available abilities, Ace can be customized to fit nearly any role.

Level 12 Imperial Trooper
Akademeia Deck
Spirit Hand
Jackpot Shot
Wall
ACE Level 30
HP 536
MP 343
CATER
TREY

First and foremost, Ace is a ranged fighter. His Max HP and Defense are relatively low, so it's generally best to attack targets from medium to long distances. That said, Ace's melee attacks are incredibly useful in dealing with particularly aggressive enemies—especially when an enemy offers a Breaksight or Killsight opportunity.

No matter which role you need Ace to fill, however, make sure you take full advantage of his evasion-focused abilities. Frequent dodging is the best way to ensure that Ace stays in a fight.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Melee Attack	—	3
Melee Attack II	—	4
Focus II	—	4
Spirit Hand	—	6
Accelerate	11	2
Triple Slip	12	2
Slipstream	12	3
Jackpot Shot	13	8
Jackpot: Crit Up	13	5
Jackpot: Time Up	13	6
Jackpot: AG Down	13	8
Untouchable	19	5

Ace is a jack-of-all-trades, and your preferred play style will determine which abilities you'll find most useful. In almost all cases, however, unlocking Ace's Melee Attack ability should be your top priority.

Level 12 Imperial Trooper
Akademeia Deck
Spirit Hand
Jackpot Shot
Wall
ACE Level 30
HP 477
MP 343
CATER
TREY

Ace's melee attacks can damage multiple enemies with each hit, making them ideal for clearing out groups of weaker enemies. A well-timed melee attack is also a great way to replenish Ace's AG, allowing for increased use of his more powerful abilities.

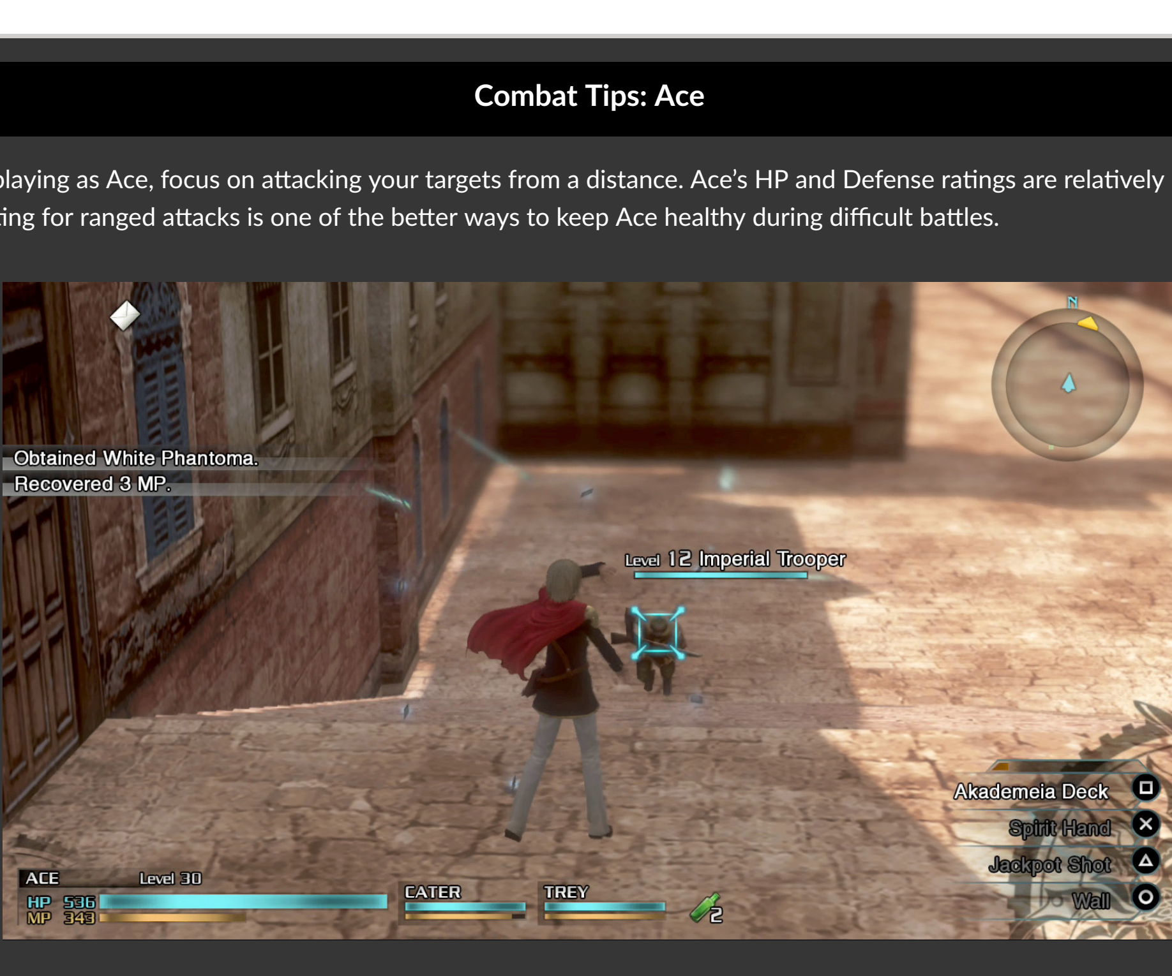
The Spirit Hand ability can sometimes replenish MP for the entire party. Whether or not your play style favors magic, equipping Spirit Hand can help ensure that your allies are able to use magic-based commands as needed.

As you encounter tougher enemies, Ace's evasion-focused abilities become increasingly important. Unlock Accelerate, Triple Slip, Slipstream, and Untouchable as they become available. This combination of abilities will greatly improve Ace's chances of surviving difficult battles, and well-timed dodges can make it much easier to take advantage of Breaksight and Killsight opportunities.

The Jackpot Shot is a long-range attack that can deliver several hits to a single target. Once a Jackpot Shot has been fired, Ace is free to move around the area and take additional actions. A successful Jackpot Shot can also slow an enemy's approach, making it a surprisingly versatile tool on the battlefield.

Combat Tips: Ace

When playing as Ace, focus on attacking your targets from a distance. Ace's HP and Defense ratings are relatively low, and opting for ranged attacks is one of the better ways to keep Ace healthy during difficult battles.



Ace's cards travel a bit slower than most projectiles, making it more difficult to hit fast-moving enemies. If Ace's attacks aren't landing, don't hesitate to adjust your tactics. When needed, adjust your position, select a new target, or utilize Ace's faster abilities.

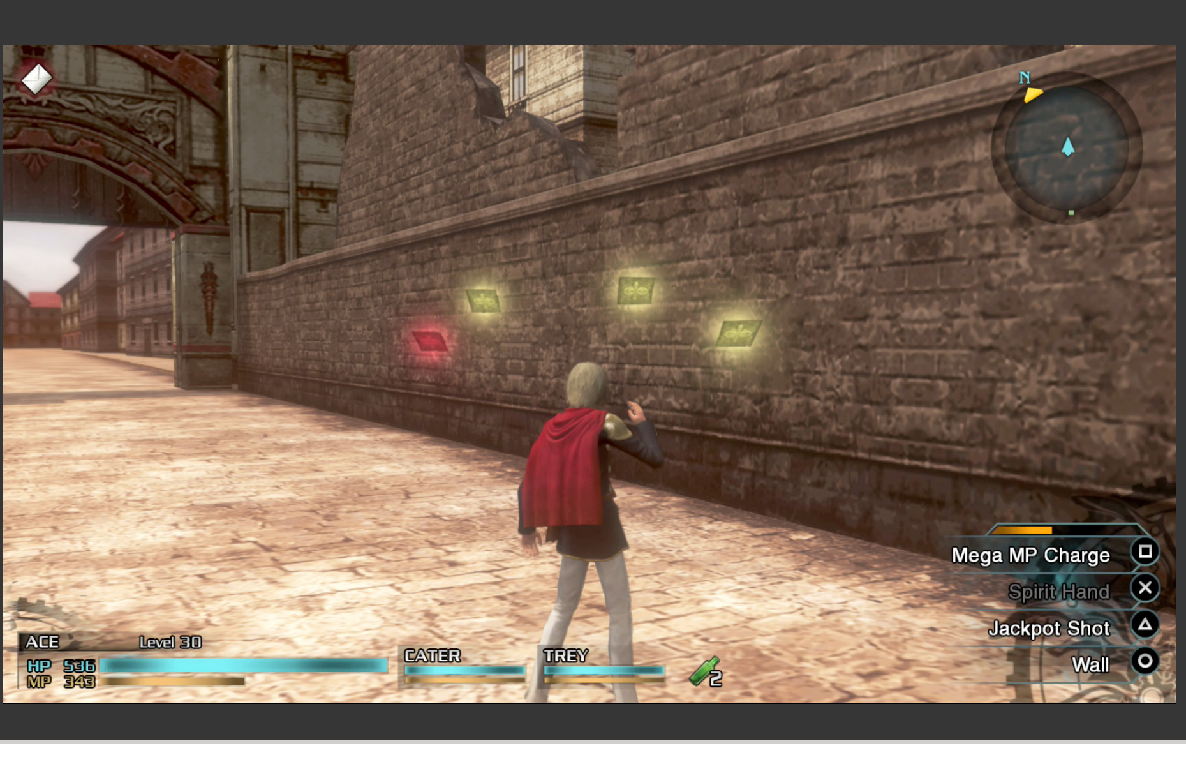
Obtained White Phantoma.
Recovered 3 MP.
Level 12 Imperial Trooper
Akademeia Deck
Spirit Hand
Jackpot Shot
Wall
ACE Level 30
HP 536
MP 343
CATER
TREY

If an enemy is simply resistant to Ace's ranged attacks, move in closer to take full advantage of Breaksight and Killsight opportunities. This makes it much harder to spot incoming attacks, however, so dodge often to minimize the chances of taking damage.

Level 12 Autoturret
107
Akademeia Deck
Spirit Hand
Jackpot Shot
Wall
ACE Level 30
HP 496
MP 343
CATER
TREY

The cards thrown during Ace's normal attack arc a bit before traveling straight toward their intended target. This makes it possible for Ace to curve his attacks around obstacles, dealing damage without leaving the safety of cover.

Attack Hand, Support Hand, and Life Hand can all be useful, and Ace's Cut Cards ability offers versatility at the cost of predictability. If your play style relies on magic use, however, Spirit Hand is hard to beat. This ability is particularly helpful when Ace is teamed up with multiple magic users. If Ace draws three or more yellow cards in a single hand, the entire party recovers some MP when the cards are used!



Characters

Deuce

Deuce is an outstanding support character with some interesting offensive abilities.

Essential Details

Initial Status	
Level:	8
EXP:	8182
AP:	7
Accessories:	Ignis Primus, Vol. I; Bronze Bangle
Weapon:	Flute
Commands:	Concerto; Fira RF
Defense Command:	Cura

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	6.0 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

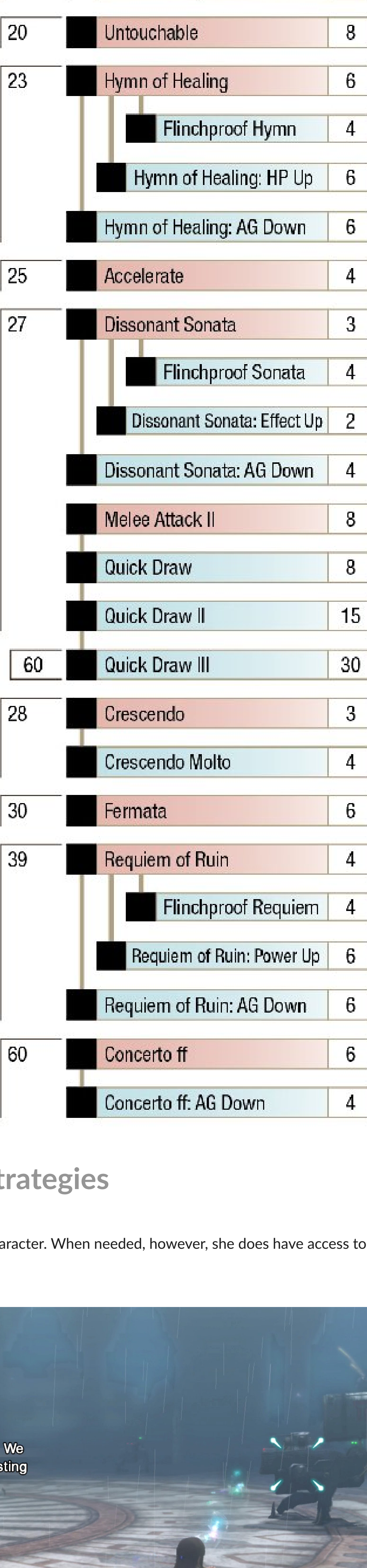
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
8	209	309	52	44	60	52	45	63
10	228	318	54	44	61	53	46	64
20	319	365	64	47	66	58	51	69
30	403	412	74	49	71	63	56	74
40	478	459	84	52	76	68	61	79
50	545	506	94	54	81	73	66	84
60	604	553	104	57	86	78	71	89
70	655	600	114	59	91	83	76	94
80	697	646	124	62	96	88	81	99
90	732	693	134	64	101	93	86	104
99	757	731	143	66	105	97	90	108
Class Zero Rank	14th	2nd	13th	13th	2nd	11th	13th	2nd

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increases movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Melee Attack	Perform a melee attack with Left Analog Stick Up + normal attack.
Melee Attack II	Perform a finishing move after melee attacks.
Quick Draw	Cast a finishing spell after melee attacks.
Tone Cluster	Place a tone cluster with Left Analog Stick Down + normal attack.
Fermata	Increase power of Tone Cluster.
Acoustic Amplifier	Increase power of normal attacks.
Acoustic Amplifier II	Further increase power of normal attacks.
Concerto	Enhance allies' abilities and force them to fight.
Flinchproof Concerto	Prevent flinching while playing Concerto.
Concerto: AG Down	Reduce AG cost of Concerto.
Concerto ff	Force allies to fight using only physical attacks.
Concerto ff: AG Down	Reduce AG cost of Concerto ff.
Requiem of Ruin	Damage enemies.
Flinchproof Requiem	Prevent flinching while playing Requiem of Ruin.
Requiem of Ruin: Power Up	Increase power of Requiem of Ruin.
Requiem of Ruin: AG Down	Reduce AG cost of Requiem of Ruin.
Dissonant Sonata	Damage surrounding enemies and possibly inflict Stun.
Flinchproof Sonata	Prevent flinching while playing Dissonant Sonata.
Dissonant Sonata: Effect Up	Increase stun rate of Dissonant Sonata.
Dissonant Sonata: AG Down	Reduce AG cost of Dissonant Sonata.
Hymn of Healing	Restore HP to all allies.
Flinchproof Hymn	Receive Protect status while playing Hymn of Healing.
Hymn of Healing: HP Up	Increase amount of HP recovered with Hymn of Healing.
Hymn of Healing: AG Down	Reduce AG cost of Hymn of Healing.
Crescendo	Increase power of normal attacks.
Crescendo Molto	Increase maximum Crescendo level.

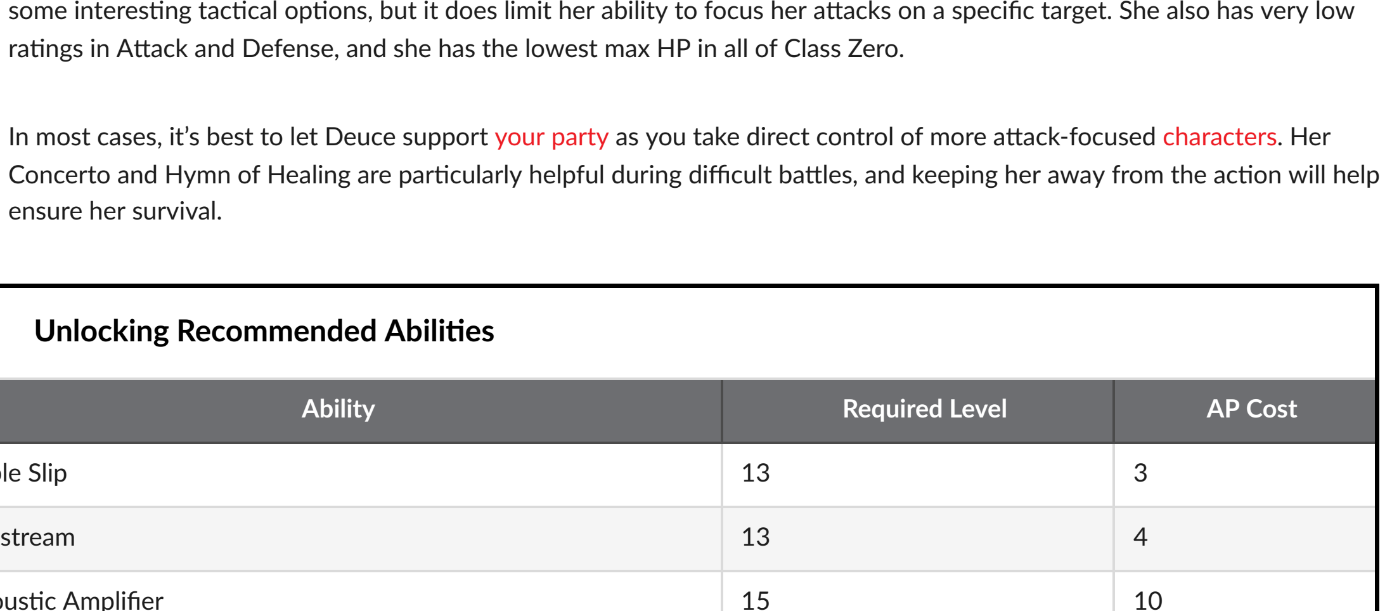
Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Melee Attack	-
	Tone Cluster	-
	Concerto	-
	Flinchproof Concerto	14
	Concerto: AG Down	18
13	Triple Slip	3
	Slipstream	4
15	Twinspell	8
	Acoustic Amplifier	10
	Acoustic Amplifier II	18
20	Untouchable	8
23	Hymn of Healing	6
	Flinchproof Hymn	4
	Hymn of Healing: HP Up	6
	Hymn of Healing: AG Down	6
25	Accelerate	4
27	Dissonant Sonata	3
	Flinchproof Sonata	4
	Dissonant Sonata: Effect Up	2
	Dissonant Sonata: AG Down	4
	Melee Attack II	8
	Quick Draw	8
	Quick Draw II	15
60	Quick Draw III	30
28	Crescendo	3
	Crescendo Molto	4
30	Fermata	6
39	Requiem of Ruin	4
	Flinchproof Requiem	4
	Requiem of Ruin: Power Up	6
	Requiem of Ruin: AG Down	6
60	Concerto ff	6
	Concerto ff: AG Down	4

Recommended Strategies

Deuce is best used as a support character. When needed, however, she does have access to some fairly effective offensive abilities.



Imperial Trooper
This is the 118th Artillery Brigade. We have engaged the enemy. Requesting immediate backup!
DEUCE Level 40
HP 359
MP 414
ACE
CATER
Flute
Hymn of Healing
Concerto
Cure

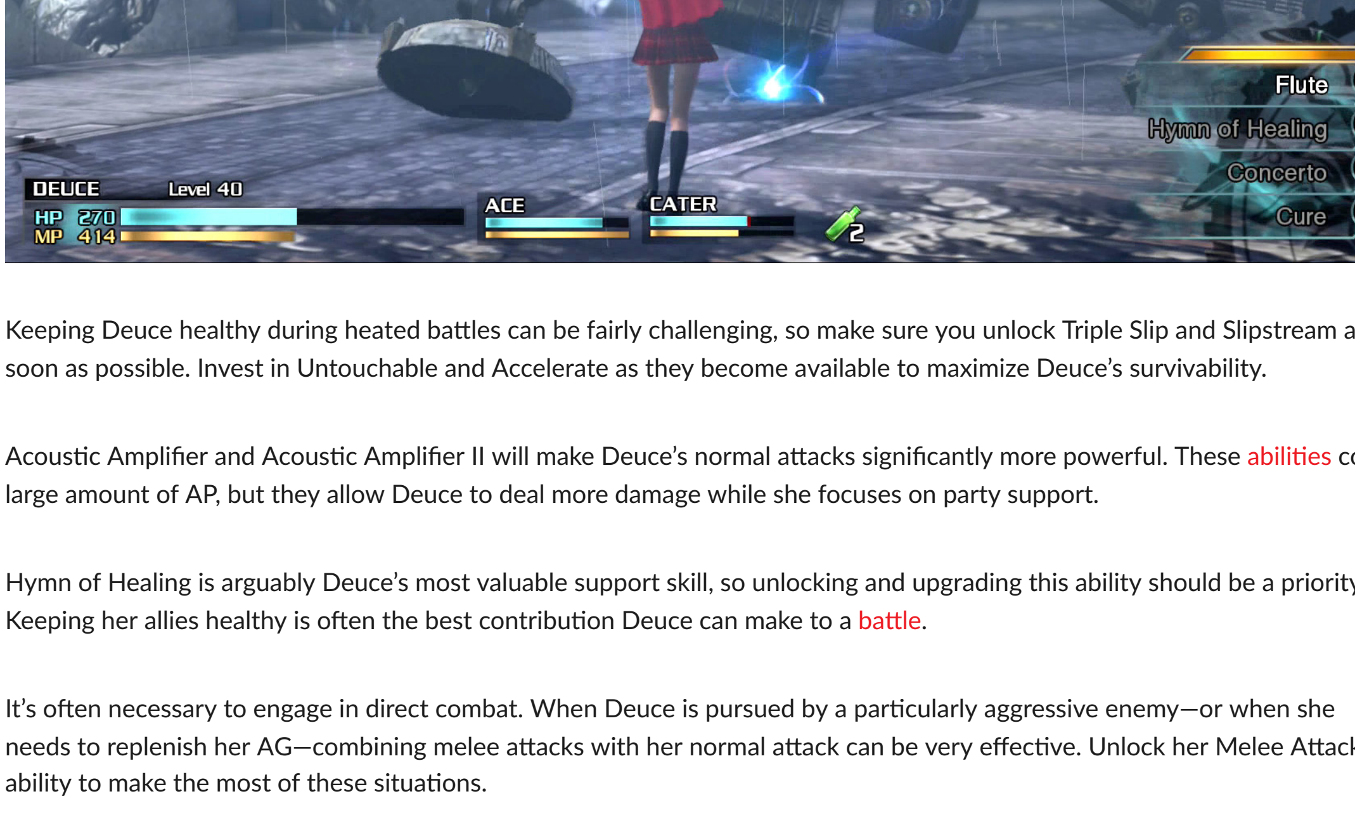
Deuce's normal attack creates a mass of sound that bounces around the area, randomly striking nearby enemies. This provides some interesting tactical options, but it does limit her ability to focus her attacks on a specific target. She also has very low ratings in Attack and Defense, and she has the lowest max HP in all of Class Zero.

In most cases, it's best to let Deuce support your party as you take direct control of more attack-focused characters. Her Concerto and Hymn of Healing are particularly helpful during difficult battles, and keeping her away from the action will help ensure her survival.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Triple Slip	13	3
Slipstream	13	4
Acoustic Amplifier	15	10
Acoustic Amplifier II	15	18
Untouchable	20	8
Hymn of Healing	23	6
Flinchproof Hymn	23	4
Hymn of Healing: HP Up	23	6
Hymn of Healing: AG Down	23	6
Accelerate	25	4
Melee Attack II	27	8

Flinchproof Concerto and Concerto: AG Down are both useful abilities, but unlocking them requires a significant amount of AP. Focus on increasing Deuce's survivability, enhancing her normal attack, and maximizing her Hymn of Healing.



Keeping Deuce healthy during heated battles can be fairly challenging, so make sure you unlock Triple Slip and Slipstream as soon as possible. Invest in Untouchable and Accelerate as they become available to maximize Deuce's survivability.

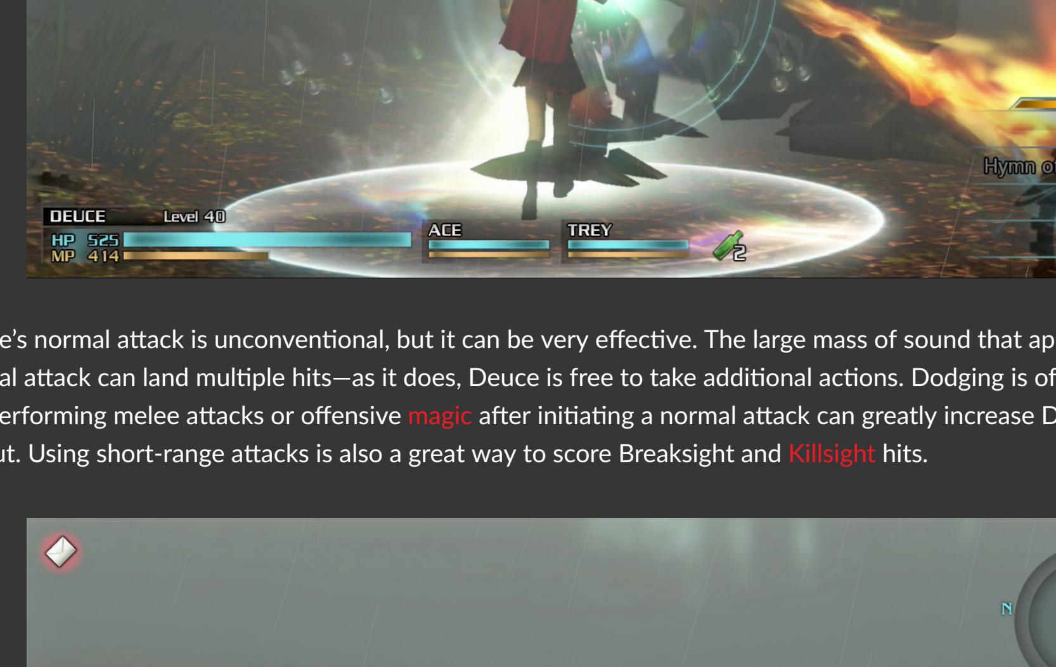
Acoustic Amplifier and Acoustic Amplifier II will make Deuce's normal attacks significantly more powerful. These abilities cost a large amount of AP, but they allow Deuce to deal more damage while she focuses on party support.

Hymn of Healing is arguably Deuce's most valuable support skill, so unlocking and upgrading this ability should be a priority. Keeping her allies healthy is often the best contribution Deuce can make to a battle.

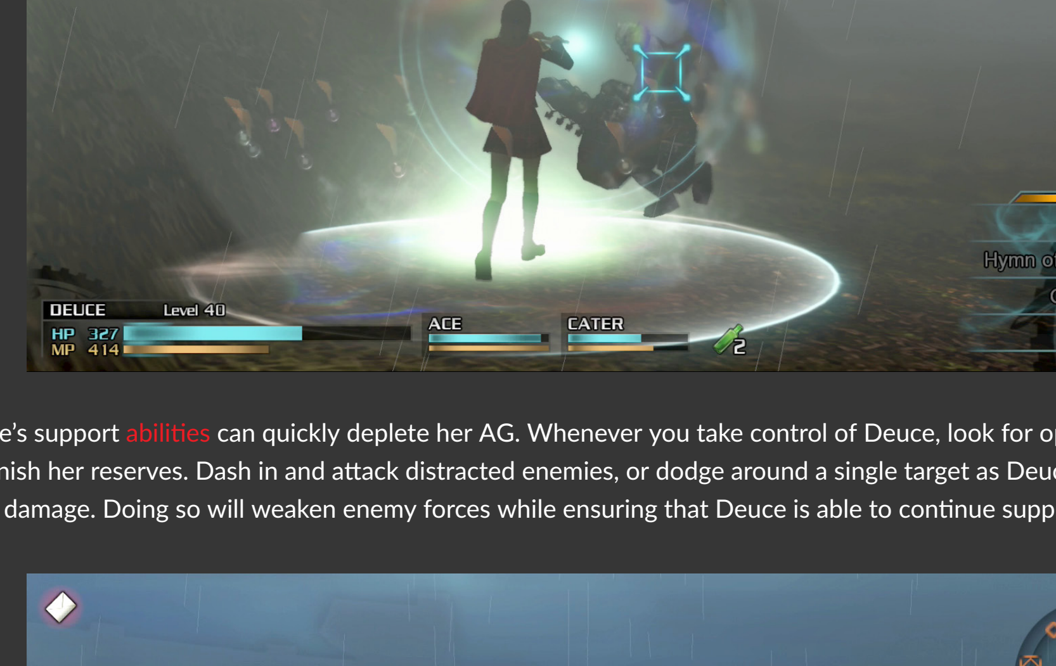
It's often necessary to engage in direct combat. When Deuce is pursued by a particularly aggressive enemy—or when she needs to replenish her AG—combining melee attacks with her normal attack can be very effective. Unlock her Melee Attack II ability to make the most of these situations.

Combat Tips: Deuce

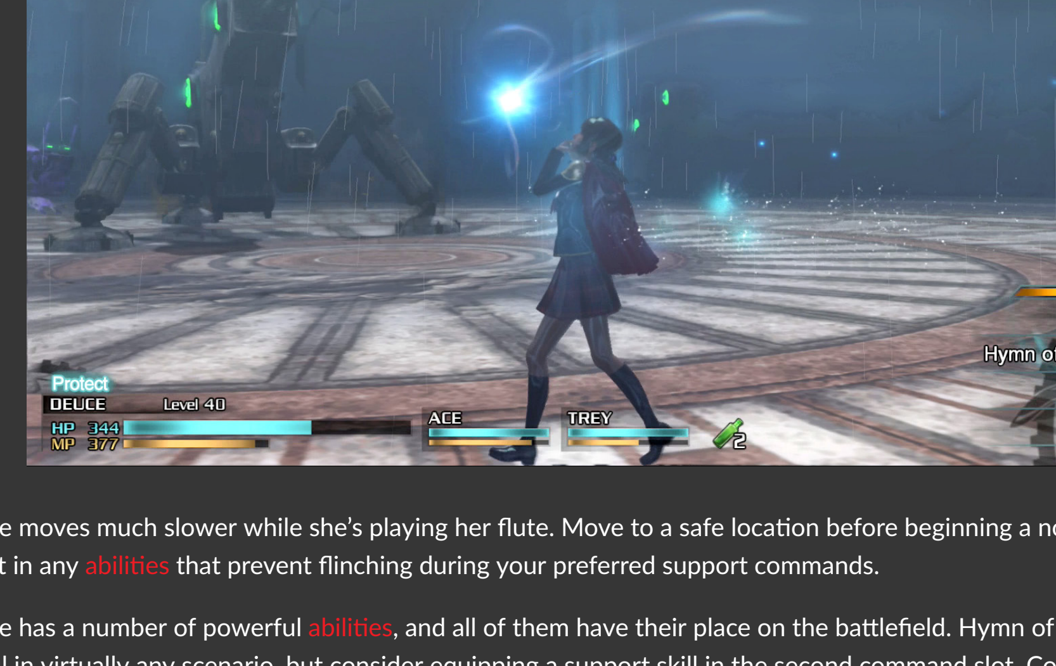
Deuce is a valuable member of any party, but knowing when to move her in and out of the leader role is an important part of maximizing her effectiveness in combat. She's best at providing support, but taking direct control of Deuce can present some interesting tactical opportunities.



Deuce's normal attack is unconventional, but it can be very effective. The large mass of sound that appears during a normal attack can land multiple hits—as it does, Deuce is free to take additional actions. Dodging is often the best option, but performing melee attacks or offensive magic after initiating a normal attack can greatly increase Deuce's damage output. Using short-range attacks is also a great way to score Breaksight and Killsight hits.



Deuce's support abilities can quickly deplete her AG. Whenever you take control of Deuce, look for opportunities to replenish her reserves. Dash in and attack distracted enemies, or dodge around a single target as Deuce's normal attack deals damage. Doing so will weaken enemy forces while ensuring that Deuce is able to continue supporting her allies.



Deuce moves much slower while she's playing her flute. Move to a safe location before beginning a normal attack, and invest in any abilities that prevent flinching during your preferred support commands.

Deuce has a number of powerful abilities, and all of them have their place on the battlefield. Hymn of Healing can be useful in virtually any scenario, but consider equipping a support skill in the second command slot. Concerto or Crescendo can be a big help against formidable enemies when your party is relatively healthy.

DEUCE Level 40
HP 525
MP 414
Aura
ACE
Aura
CATER
Flute
Hymn of Healing
Concerto
Cure

Characters

Trey

Trey is a master at dealing heavy damage from long range.

Essential Details

Initial Status

Level:	9
EXP:	9834
AP:	8
Accessories:	Cupric Ring; Bronze Bangle
Weapon:	Longbow
Commands:	Raining Arrows; Blizzard BOM
Defense Command:	Wall

Basic Attributes

Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	6.0 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.84
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

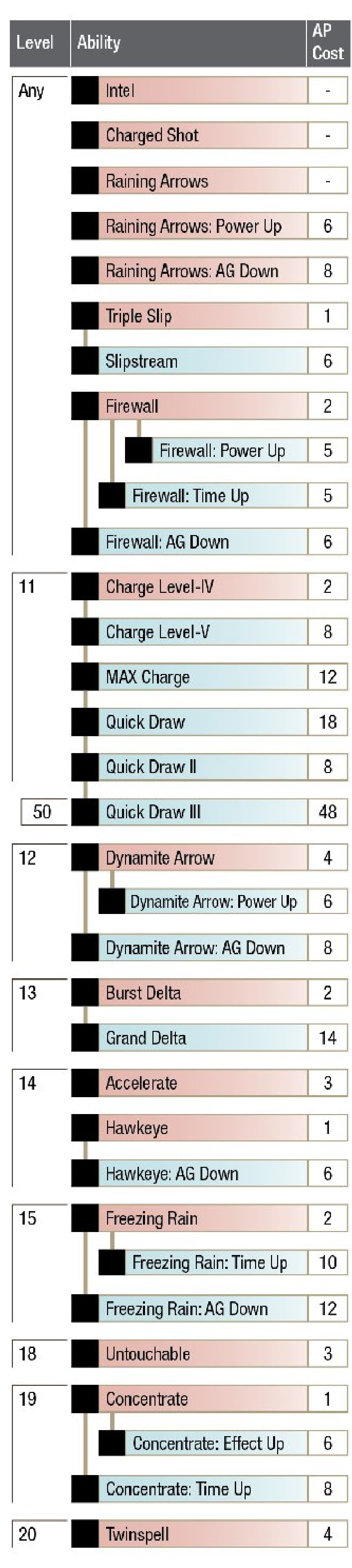
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
9	288	299	68	58	51	63	48	55
10	301	308	69	58	52	64	49	56
20	420	353	79	61	57	69	54	61
30	530	398	89	63	62	74	59	66
40	629	444	99	66	67	79	64	71
50	717	489	109	68	72	84	69	76
60	795	534	119	71	77	89	74	81
70	862	580	129	73	82	94	79	86
80	918	625	139	76	87	99	84	91
90	964	670	149	78	92	104	89	96
99	996	706	158	80	96	108	93	100
Class Zero Rank	11th	3rd	5th	7th	13th	3rd	9th	10th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Charged Shot	Fire charged shots by holding down the normal attack button.
Charge Level-IV	Increase speed and power of charged shots.
Charge Level-V	Further increase speed and attack power of charged shots.
MAX Charge	Drastically increase speed and attack power of charged shots.
Quick Draw	Cast finishing magic after a max-level charged shot.
Raining Arrows	Shower enemies with arrows.
Raining Arrows: Power Up	Increase power of Raining Arrows.
Raining Arrows: AG Down	Reduce AG cost of Raining Arrows.
Freezing Rain	Shower enemies with Stop-inducing arrows.
Freezing Rain: Time Up	Freezing Rain remains active for a longer time.
Freezing Rain: AG Down	Reduce AG cost of Freezing Rain.
Burst Delta	Generate a portal that drains enemies' HP and inflicts Killsight.
Grand Delta	Generate a portal that drains more of enemies' HP and inflicts Killsight.
Dynamite Arrow	Fire explosives that detonate after a short time.
Dynamite Arrow: Power Up	Increase power of Dynamite Arrow.
Dynamite Arrow: AG Down	Reduce AG cost of Dynamite Arrow.
Hawkeye	Aim and fire at distant enemies.
Hawkeye: AG Down	Reduce AG cost of Hawkeye.
Firewall	Attack enemies while conjuring a barrier of flame.
Firewall: Power Up	Increase power of direct attacks from Firewall.
Firewall: Time Up	Firewall remains active for a longer time.
Firewall: AG Down	Reduce AG cost of Firewall.
Concentrate	Focus attention in order to temporarily increase Attack.
Concentrate: Effect Up	Increase effect of Concentrate.
Concentrate: Time Up	Concentrate remains active for a longer time.

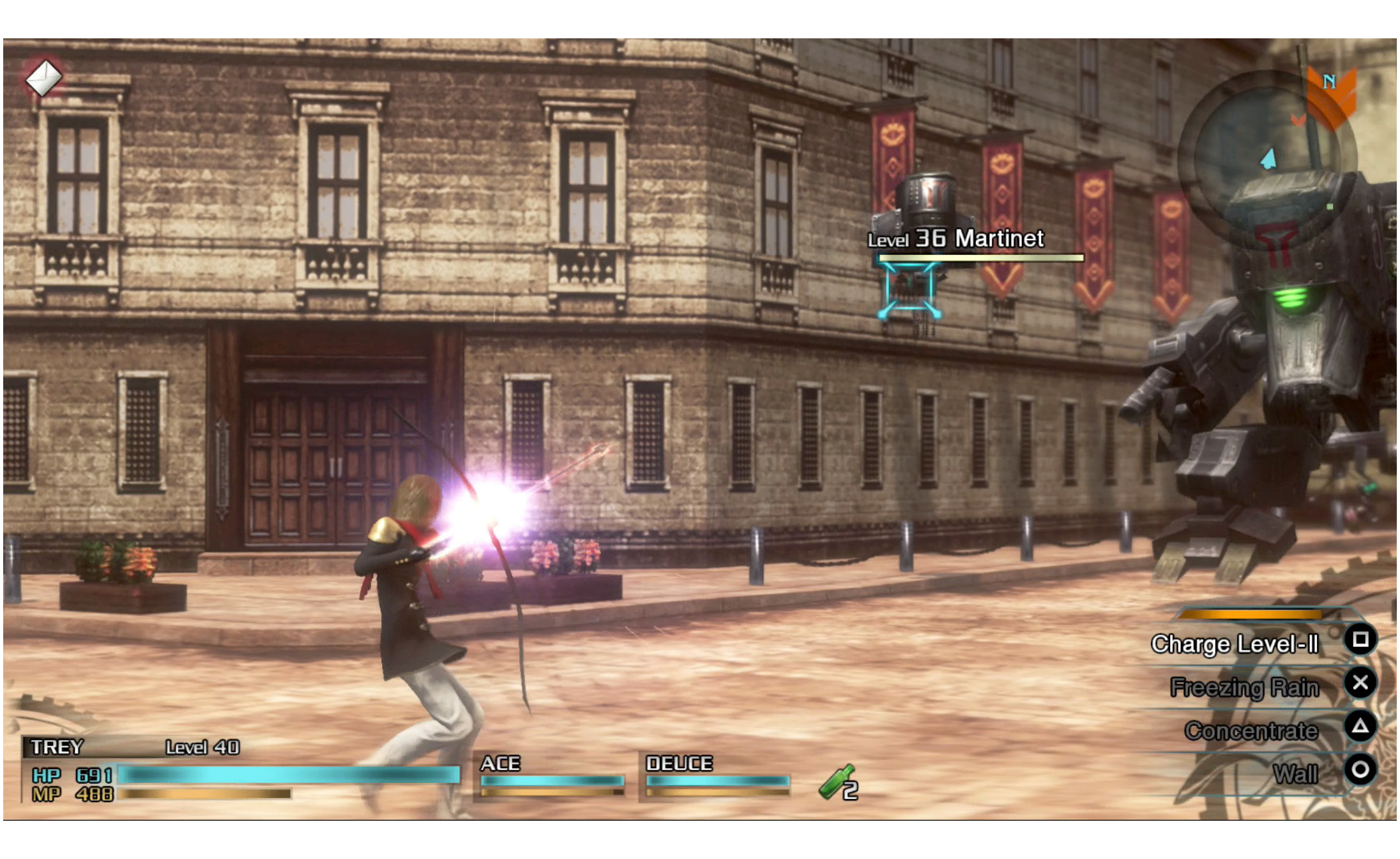
Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Charged Shot	-
	Raining Arrows	-
	Raining Arrows: Power Up	6
	Raining Arrows: AG Down	8
	Triple Slip	1
	Slipstream	6
	Firewall	2
	Firewall: Power Up	5
	Firewall: Time Up	5
	Firewall: AG Down	6
11	Charge Level-IV	2
	Charge Level-V	8
	MAX Charge	12
	Quick Draw	18
	Quick Draw II	8
50	Quick Draw III	48
12	Dynamite Arrow	4
	Dynamite Arrow: Power Up	6
	Dynamite Arrow: AG Down	8
13	Burst Delta	2
	Grand Delta	14
14	Accelerate	3
	Hawkeye	1
	Hawkeye: AG Down	6
15	Freezing Rain	2
	Freezing Rain: Time Up	10
	Freezing Rain: AG Down	12
18	Untouchable	3
19	Concentrate	1
	Concentrate: Effect Up	6
	Concentrate: Time Up	8
20	Twinspell	4

Recommended Strategies

Trey can deal massive damage from almost anywhere on the battlefield. Support is hardly his focus, but he has a few abilities that are quite effective at limiting enemy movements.



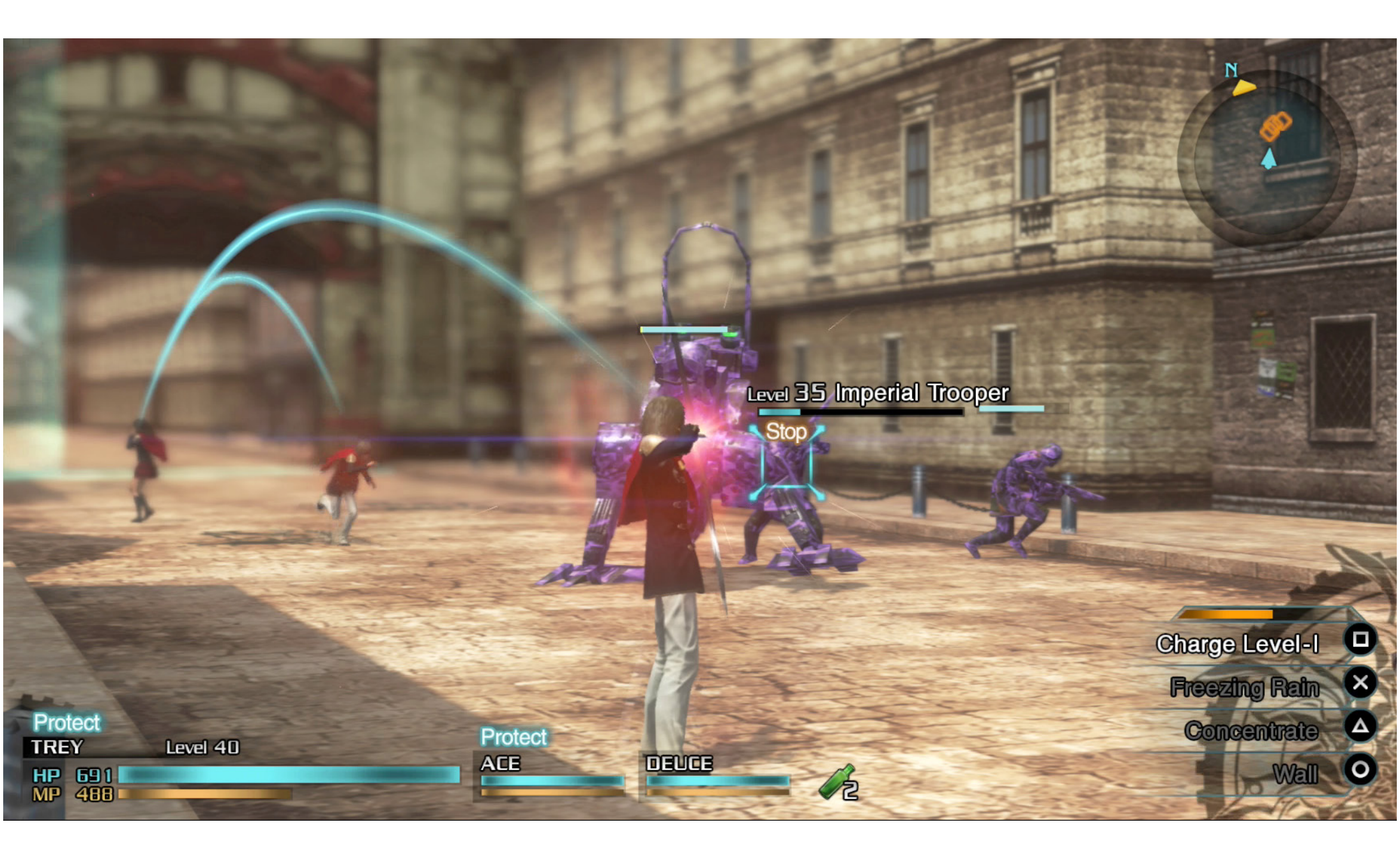
Trey's Charged Shot is easily his most useful ability. It's capable of dealing massive damage from great distances, and it can be released any time a Breaksight or Killsight opportunity appears. This powerful attack has the added benefit of replenishing Trey's AG, helping to ensure that support abilities can be used as needed.

Trey is somewhat limited when it comes to close-quarters combat, but skills like Freezing Rain and Firewall can be used to hinder enemy movements. His max MP is relatively high, and he's surprisingly proficient with Ice Magic, so spells like Blizzard BOM can be a big help when dealing with persistent enemies.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Triple Slip	—	1
Slipstream	—	6
Charge Level-IV	11	2
Charge Level-V	11	8
MAX Charge	11	12
Accelerate	14	3
Freezing Rain	15	2
Freezing Rain: Time Up	15	10
Freezing Rain: AG Down	15	12
Untouchable	18	3
Concentrate	19	1
Concentrate: Effect Up	19	6
Concentrate: Time Up	19	8

Once you've unlocked Triple Slip and Slipstream, upgrading Trey's Charged Shot ability should be your priority. His support abilities can be very handy in combat, but Trey's at his best when he's dealing damage.



Trey has average Defense, but his max HP is relatively low. Unlock Triple Slip, Slipstream, Accelerate, and Untouchable to improve his survivability on the battlefield.

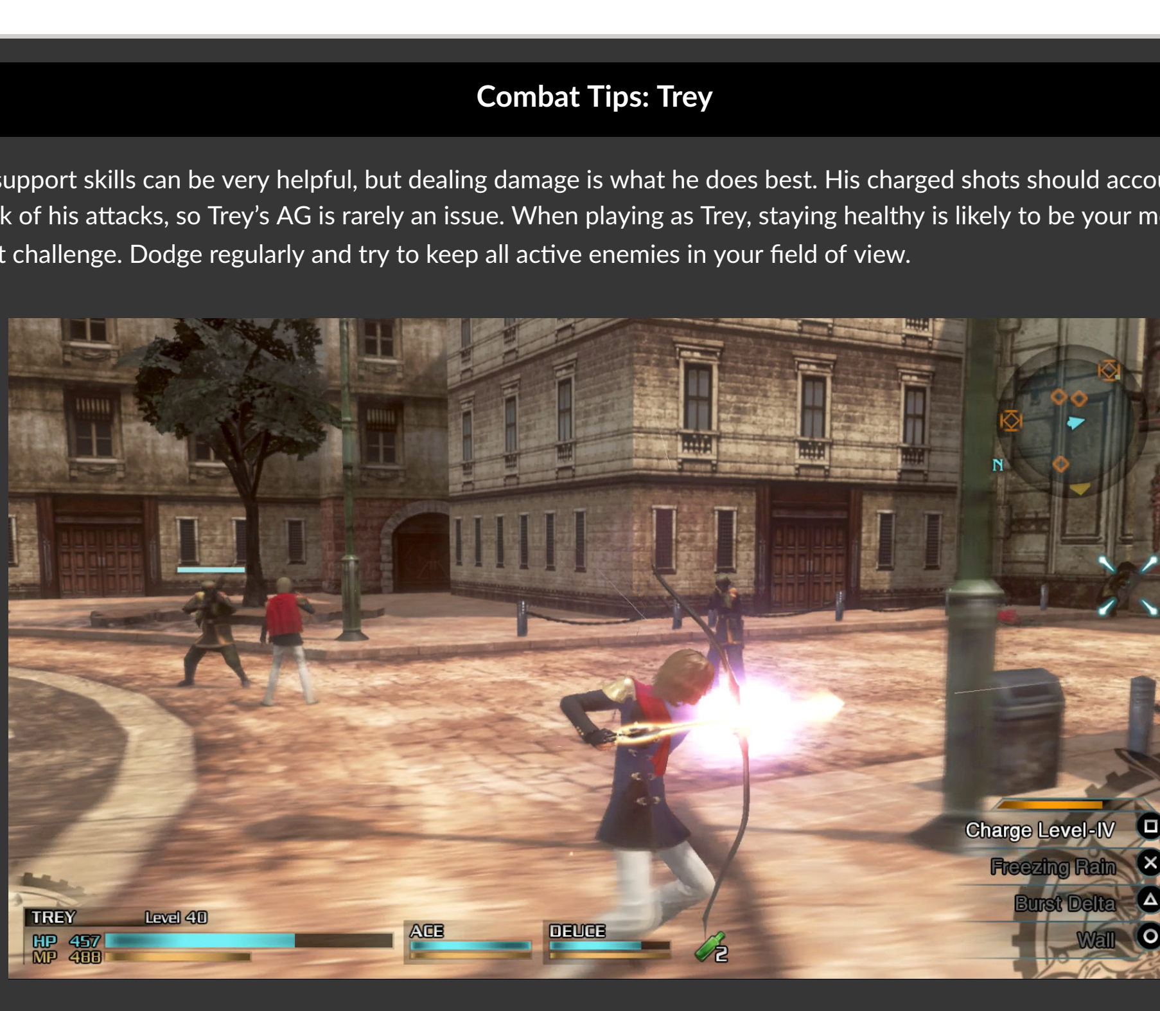
Charge Level-IV, Charge Level-V, and MAX Charge all become available at Level 11. Combined, they cost a fair amount of AP, but they're well worth the investment. Firing a series of fully charged shots is generally the best way for Trey to contribute to a battle.

Freezing Rain is probably Trey's most useful support skill. Unlock and upgrade this ability to hinder enemy movements and minimize incoming attacks whenever you spot a cluster of enemies.

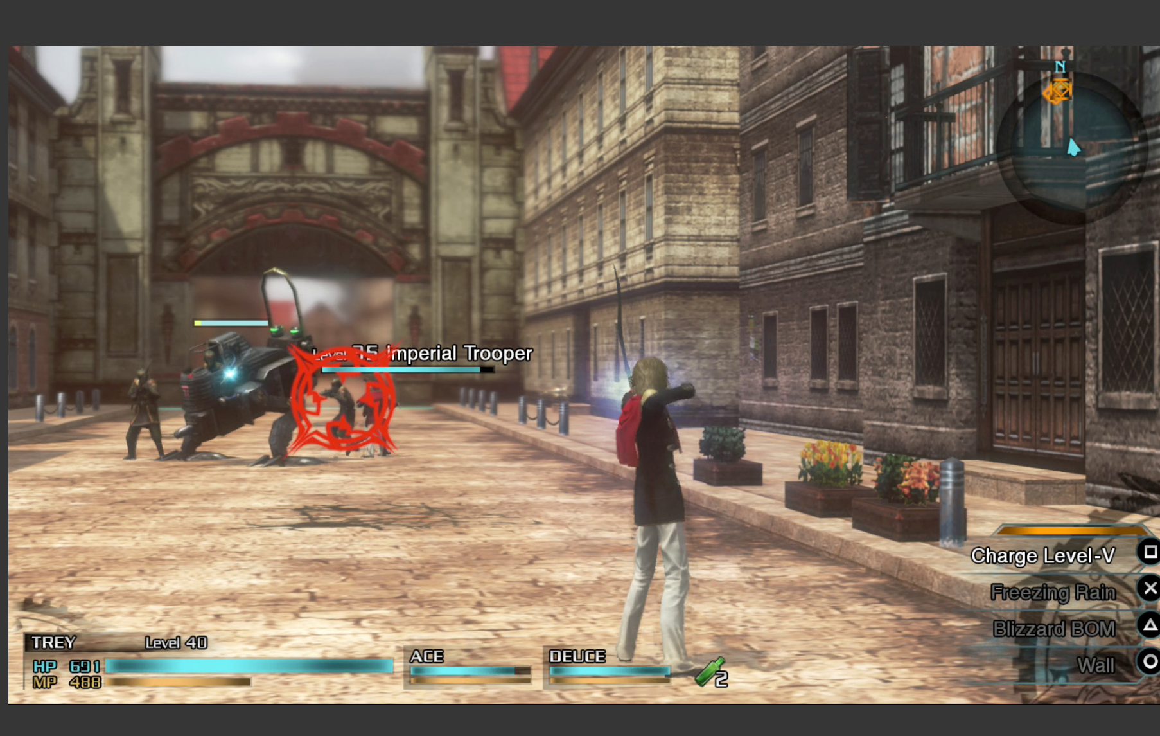
The combination of Concentrate, Concentrate: Effect Up, and Concentrate: Time Up can significantly increase Trey's damage output over the course of a battle. If your priority is raw damage, this combination of abilities is a great option.

Combat Tips: Trey

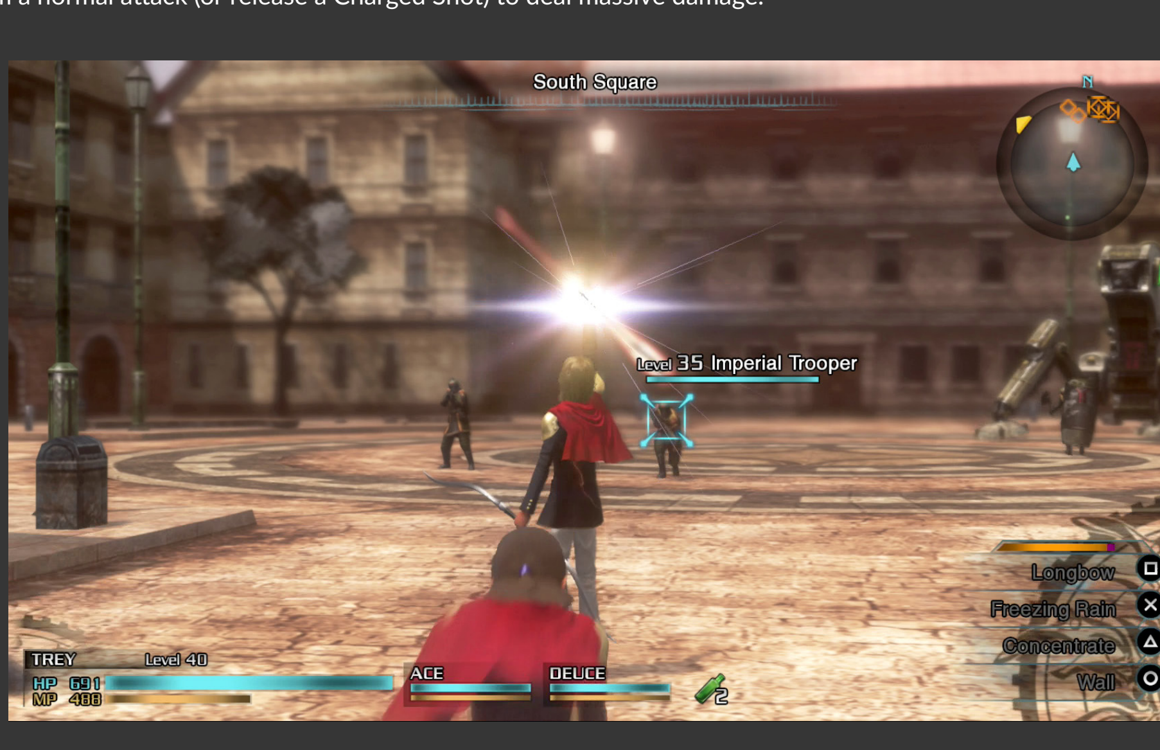
Trey's support skills can be very helpful, but dealing damage is what he does best. His charged shots should account for the bulk of his attacks, so Trey's AG is rarely an issue. When playing as Trey, staying healthy is likely to be your most difficult challenge. Dodge regularly and try to keep all active enemies in your field of view.



Trey's running slows a bit while he's charging a shot, but it's best to keep moving. Trey can dodge without resetting a charged shot, but doing so will prolong the charging process. Whenever possible, use basic movement to avoid attacks as you charge Trey's shots. In an emergency, it's best to simply stop attacking and run to a safer location.

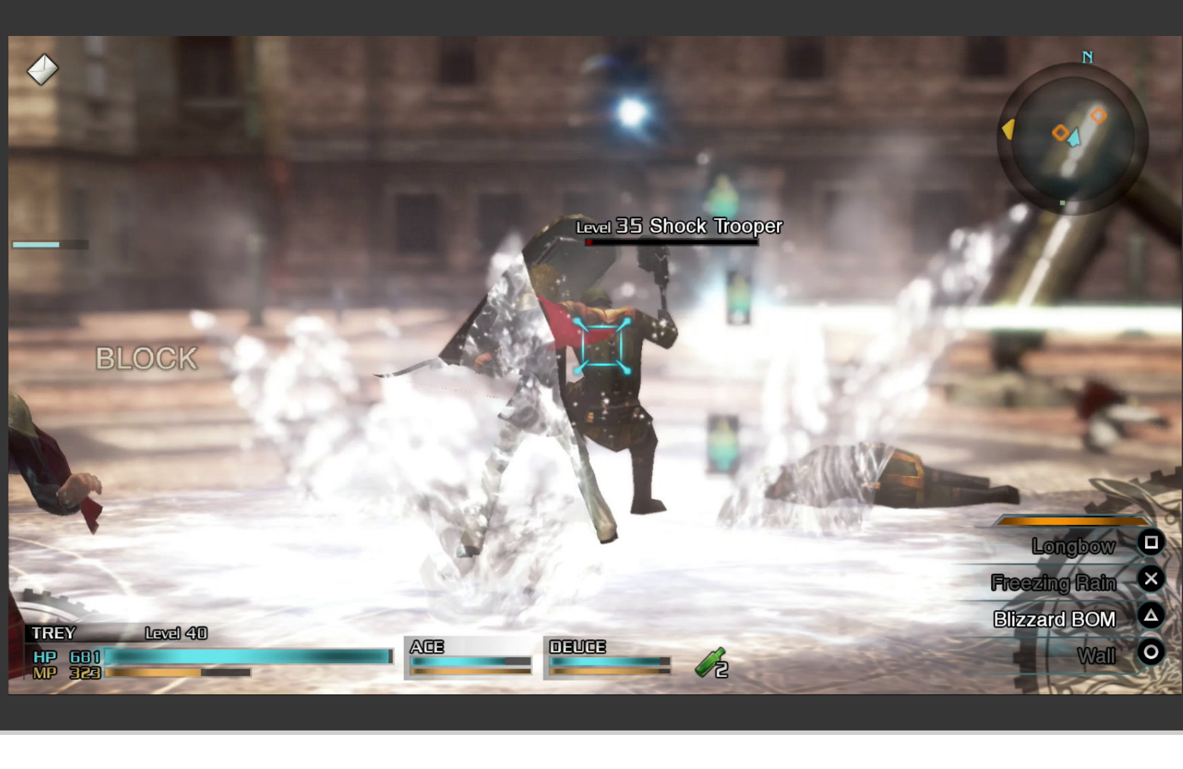


Trey is particularly good at exploiting Breaksight and Killsight opportunities. With his considerable attack range and fast-moving projectiles, he's an expert at picking off vulnerable targets. When you spot such an opportunity, immediately perform a normal attack (or release a Charged Shot) to deal massive damage.



Combining the effects of Trey's fully upgraded Concentrate ability with his charged shots can be devastating. When it comes to heavy, single-target damage, you'll be hard pressed to find a better combination.

With Trey's high max MP and impressive Ice Magic proficiency, spells like Blizzard BOM can be very useful in close quarters. Depending on the terrain, Trey's Firewall ability can make it very difficult for enemies to approach. Regardless of your preference, it's usually wise to equip at least one ability that can help Trey deal with agile enemies.



Characters

Cater

Cater can imbue her ranged attacks with a variety of useful effects, and her charged attacks offer unmatched target penetration.

Essential Details

Initial Status	
Level:	9
EXP:	10019
AP:	8
Accessories:	Glacies Prima, Vol. I; Cupric Ring
Weapon:	Magicite Pistol
Commands:	Elementillery; Blizzard BOM
Defense Command:	Cure

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	10.5 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

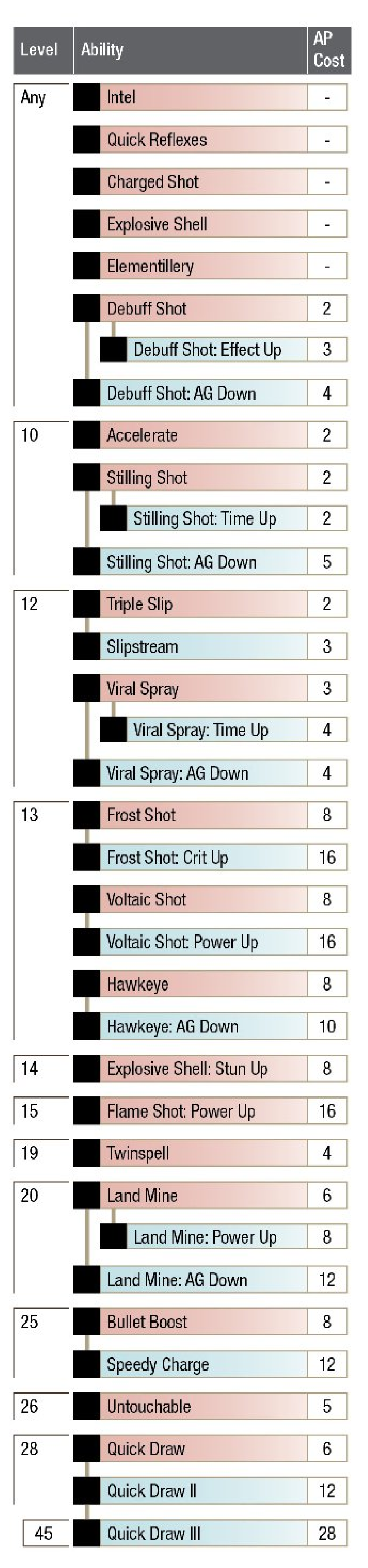
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
9	253	278	51	50	57	56	56	56
10	264	286	52	50	58	57	57	57
20	370	329	62	53	63	62	62	62
30	466	371	72	55	68	67	67	67
40	553	413	82	58	73	72	72	72
50	631	455	92	60	78	77	77	77
60	699	497	102	63	83	82	82	82
70	758	540	112	65	88	87	87	87
80	808	582	122	68	93	92	92	92
90	848	624	132	70	98	97	97	97
99	877	658	141	72	102	101	101	101
Class Zero Rank	13th	6th	14th	10th	5th	8th	6th	9th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Quick Reflexes	Dodge or attack even during other actions.
Charged Shot	Charge shots when gun is unholstered but not in use.
Quick Draw	Cast finishing magic after a max-level charged shot.
Speedy Charge	Reduce amount of time needed to charge a shot.
Explosive Shell	Fire exploding shots with Left Analog Stick Up + normal attack.
Explosive Shell: Stun Up	Increase stun rate of Explosive Shell.
Bullet Boost	Increase power of rapid-fire bullets used in normal attacks.
Elementillery	Fire shots imbued with elemental magic (defaults to Fire).
Flame Shot: Power Up	Increase the power of Elementillery's Flame Shot.
Frost Shot	Imbue shots with Ice magic with Left Analog Stick Up + Ability button.
Frost Shot: Crit Up	Increase critical hit rate of Elementillery's Frost Shot.
Voltaic Shot	Imbue shots with Lightning magic with Left Analog Stick Down + Ability button.
Voltaic Shot: Power Up	Increase power of Elementillery's Voltaic Shot.
Land Mine	Set a bomb in the ground that can be detonated later.
Land Mine: Power Up	Increase power of Land Mine.
Land Mine: AG Down	Reduce AG cost of Land Mine.
Debuff Shot	Fire shots that lower enemies' Defense.
Debuff Shot: Effect Up	Increase effect of Debuff Shot.
Debuff Shot: AG Down	Reduce AG cost of Debuff Shot.
Stilling Shot	Fire ammo that inflicts Stop.
Stilling Shot: Time Up	Stilling Shot remains active for a longer time.
Stilling Shot: AG Down	Reduce AG cost of Stilling Shot.
Hawkeye	Aim and fire at distant enemies.
Hawkeye: AG Down	Reduce AG cost of Hawkeye.
Viral Spray	Release a venomous gas that inflicts Poison.
Viral Spray: Time Up	Viral Spray remains active for a longer time.
Viral Spray: AG Down	Reduce AG cost of Viral Spray.

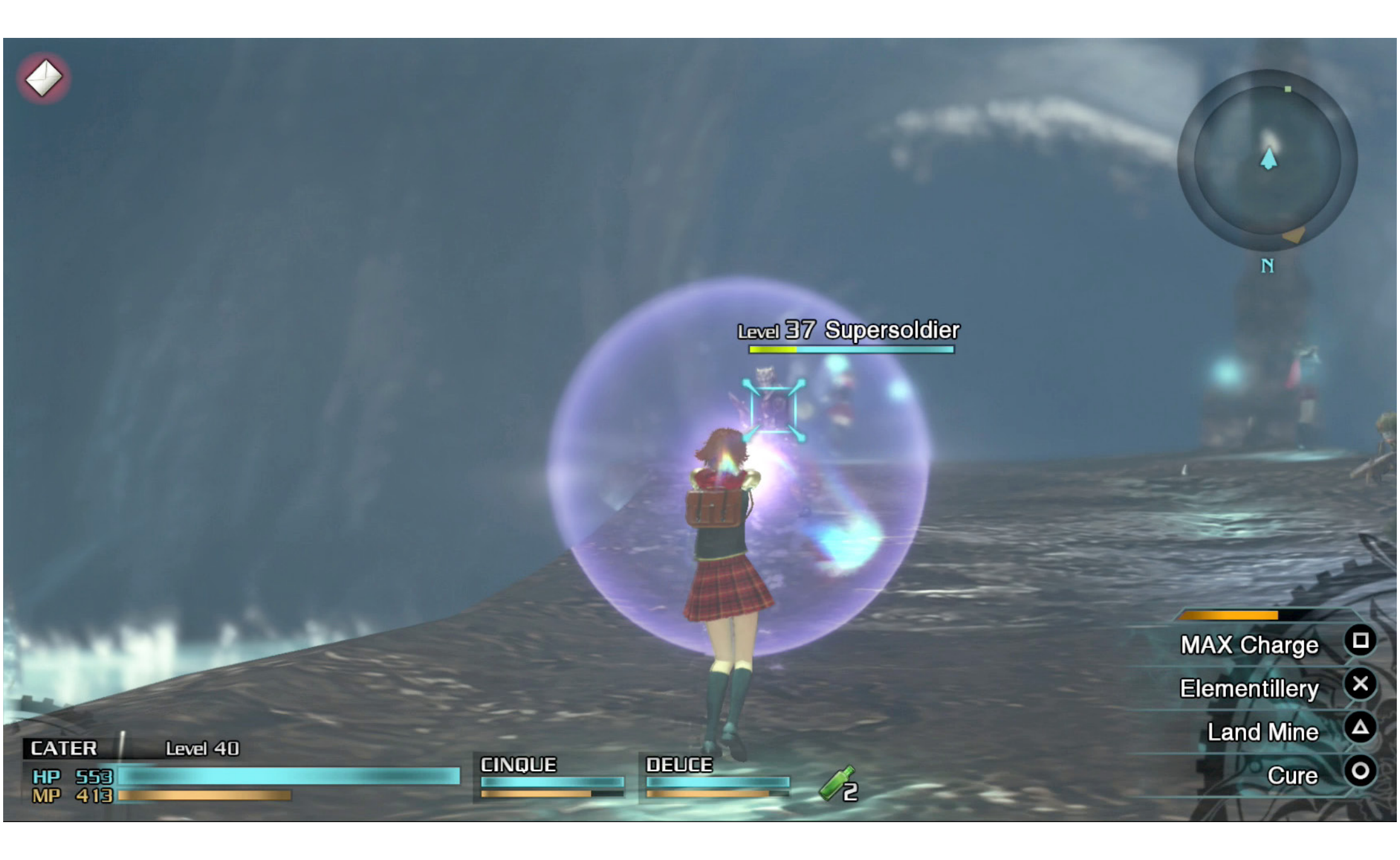
Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Quick Reflexes	-
	Charged Shot	-
	Explosive Shell	-
	Elementillery	-
	Debuff Shot	2
	Debuff Shot: Effect Up	3
	Debuff Shot: AG Down	4
10	Accelerate	2
	Stilling Shot	2
	Stilling Shot: Time Up	2
	Stilling Shot: AG Down	5
12	Triple Slip	2
	Slipstream	3
	Viral Spray	3
	Viral Spray: Time Up	4
	Viral Spray: AG Down	4
13	Frost Shot	8
	Frost Shot: Crit Up	16
	Voltaic Shot	8
	Voltaic Shot: Power Up	16
	Hawkeye	8
	Hawkeye: AG Down	10
14	Explosive Shell: Stun Up	8
15	Flame Shot: Power Up	16
19	Twinspell	4
20	Land Mine	6
	Land Mine: Power Up	8
	Land Mine: AG Down	12
25	Bullet Boost	8
	Speedy Charge	12
26	Untouchable	5
28	Quick Draw	6
	Quick Draw II	12
45	Quick Draw III	28

Recommended Strategies

With her Elementillery-based skills, Cater can imbue her shots with special attributes to take advantage of her enemies' specific weaknesses. Elementillery attacks do consume a fair amount of AG, however, so it's best to use them sparingly. In many cases, Cater is most effective when she's simply firing charged shots at distracted enemies.



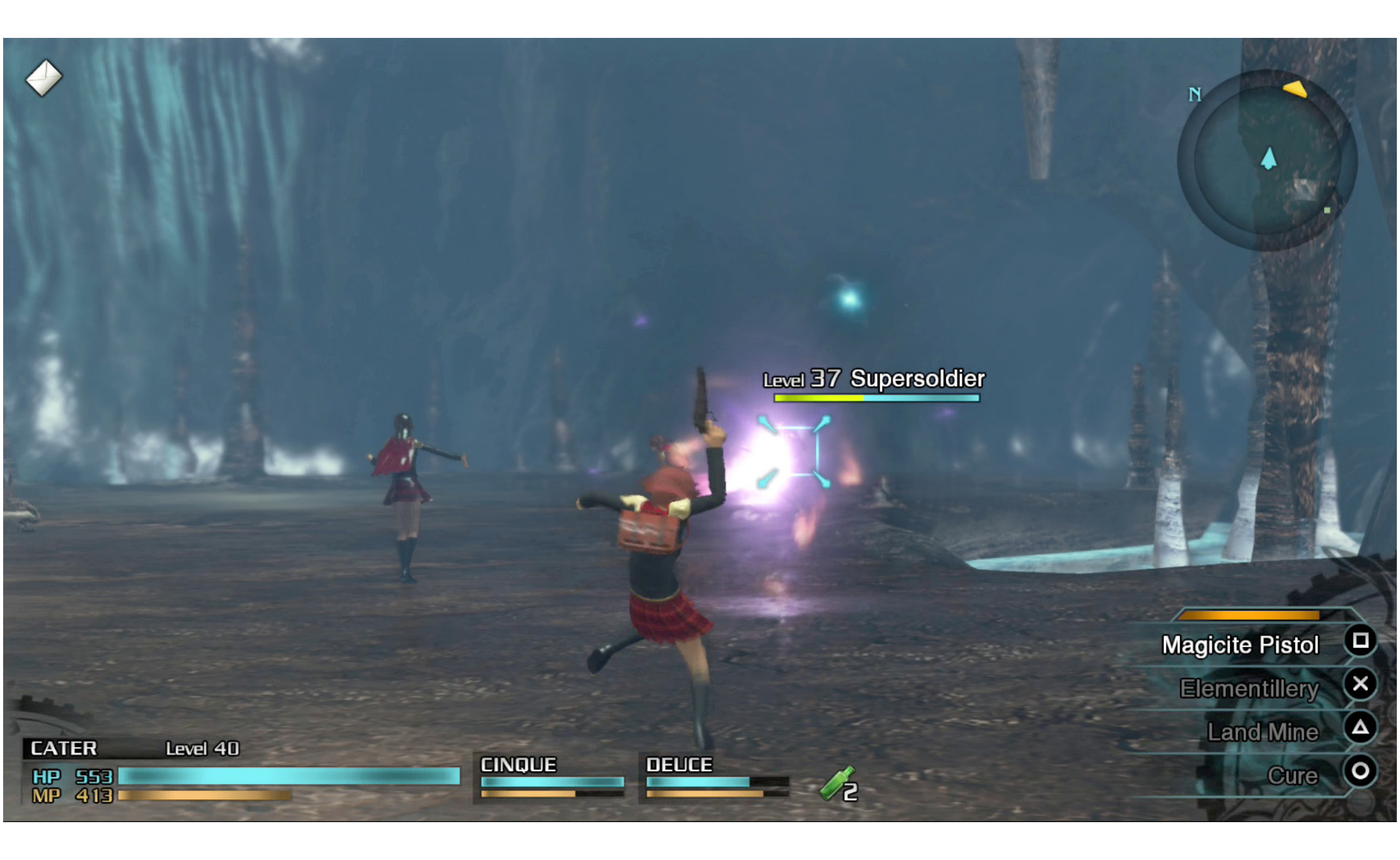
Cater's charged shots work differently from those of other ranged characters—keeping her weapons drawn and unfired will automatically charge her next shot. Cater can move, dodge, and utilize most of her command abilities without resetting a charge, so it's often best to avoid using her normal attack until a shot is fully charged.

Cater doesn't have many options in close-quarters combat. Evasion is usually the best strategy, but the Land Mine ability can be a big help in dealing with nearby enemies.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Accelerate	10	2
Triple Slip	12	2
Slipstream	12	3
Explosive Shell: Stun Up	14	8
Land Mine	20	6
Land Mine: AG Down	20	12
Land Mine: Power Up	20	8
Bullet Boost	25	8
Speedy Charge	25	12
Untouchable	26	5

Like most ranged characters, Cater is fairly vulnerable in close-ranged combat. Unlock evasion-based abilities as they become available, then unlock Explosive Shell: Stun Up and Land Mine to improve her survivability. Cater's charged shots will account for the bulk of her damage output, but experiment with her other abilities as you earn enough AP to unlock them.



Cater's max HP and Defense are both fairly low, and she has relatively few options when it comes to close-quarters combat. Make sure you unlock Accelerate, Triple Slip, Slipstream, and Untouchable as they become available.

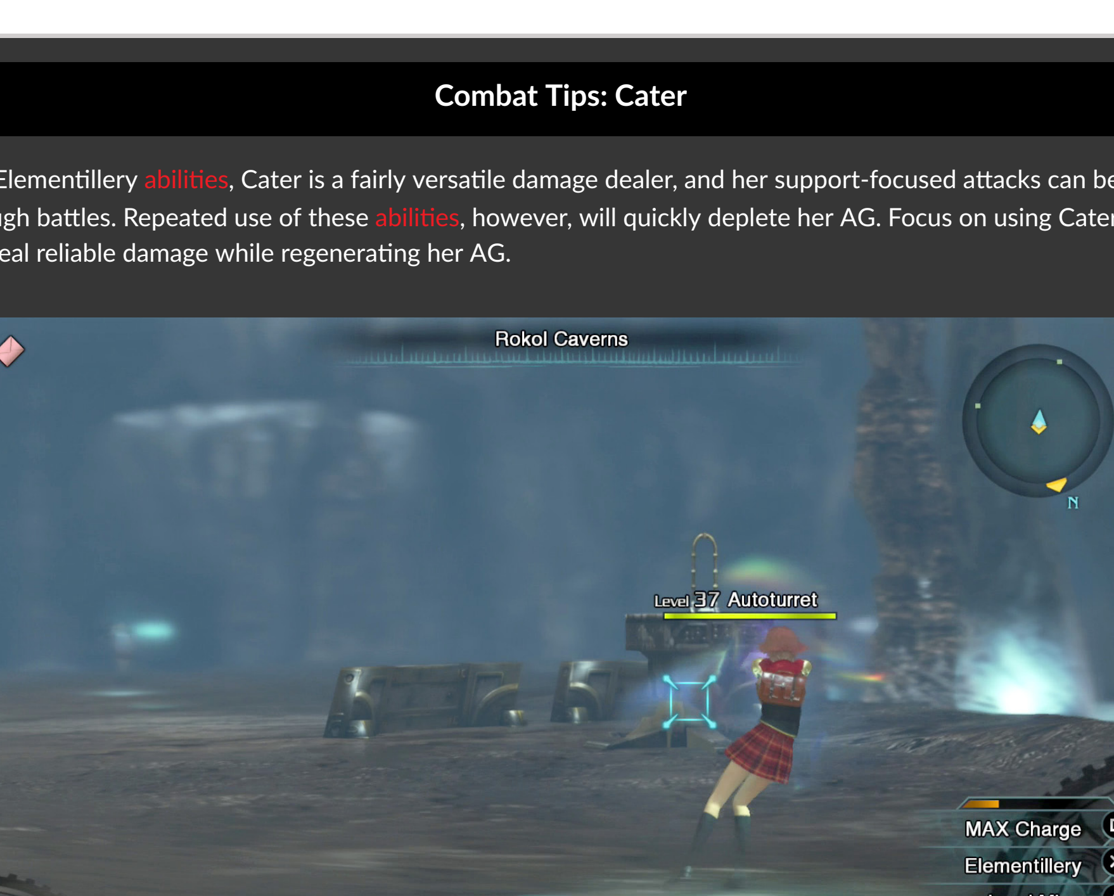
Explosive Shell: Stun Up increases the chances that Cater's Explosive Shell attack will inflict affected targets with Stun. Cater's projectiles move fairly slowly, so it can be difficult to hit agile enemies. Incapacitating a troublesome target is the best way to ensure a direct hit.

Cater's Land Mine ability is a great way to deal with incoming enemies. Invest in Land Mine: AG Down and Land Mine: Power Up to surprise approaching hostiles and relocate while they recover.

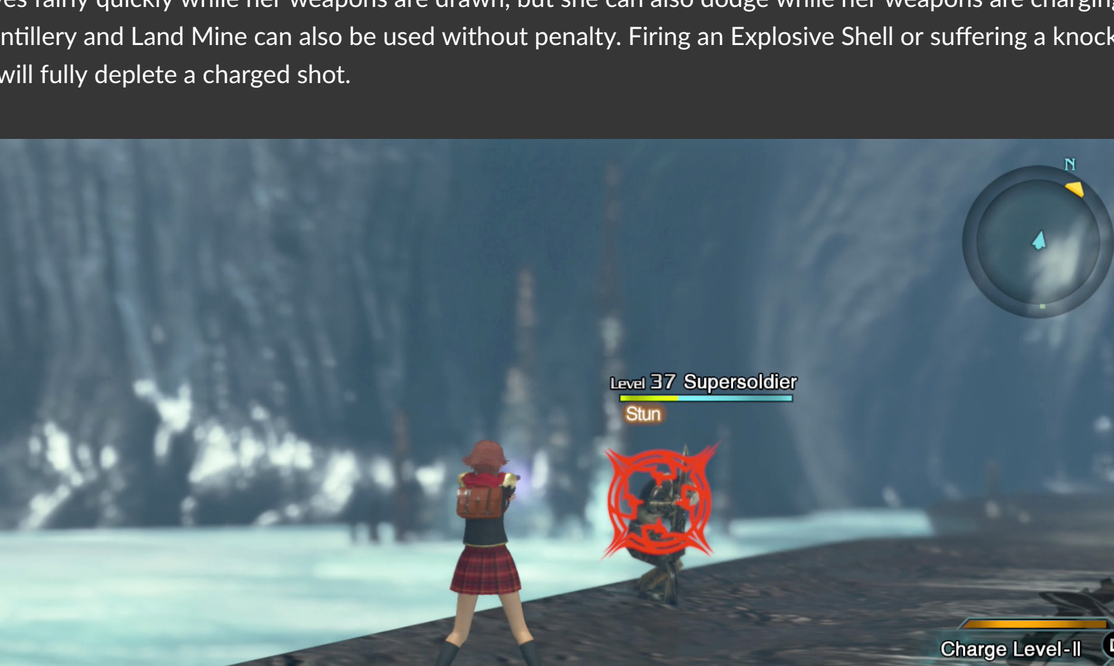
Bullet Boost and Speedy Charge ensure that Cater maximizes her damage output over the course of a battle. Unlock both of these skills as soon as they become available.

Combat Tips: Cater

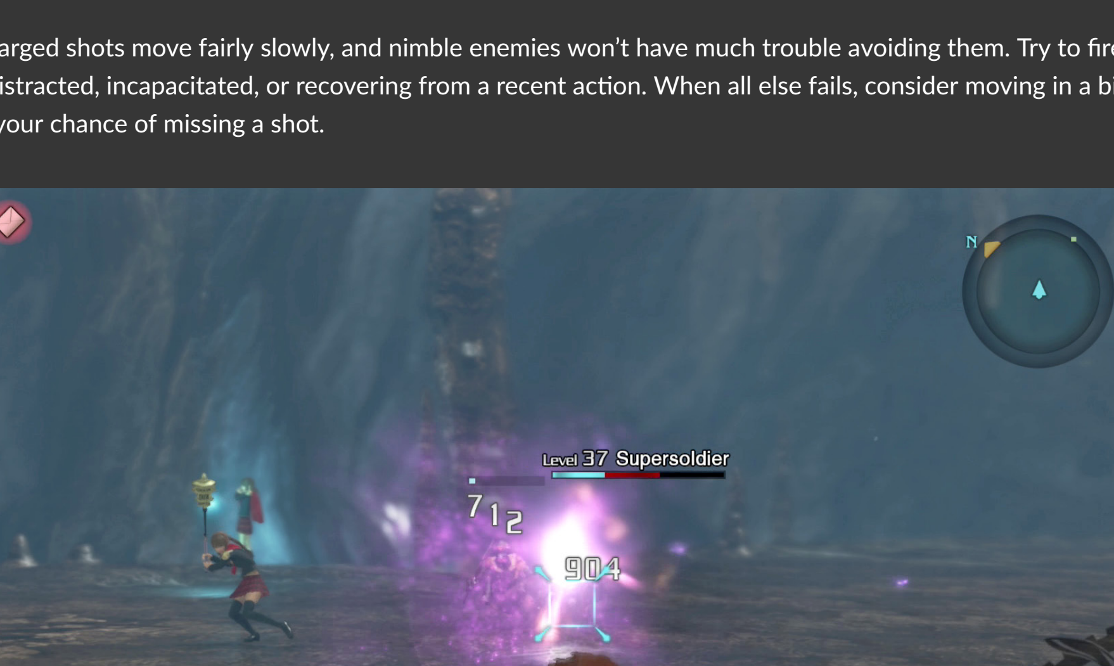
With her Elementillery abilities, Cater is a fairly versatile damage dealer, and her support-focused attacks can be helpful during tough battles. Repeated use of these abilities, however, will quickly deplete her AG. Focus on using Cater's charged shots to deal reliable damage while regenerating her AG.



Cater moves fairly quickly while her weapons are drawn, but she can also dodge while her weapons are charging. Skills like Elementillery and Land Mine can also be used without penalty. Firing an Explosive Shell or suffering a knockdown, however, will fully deplete a charged shot.

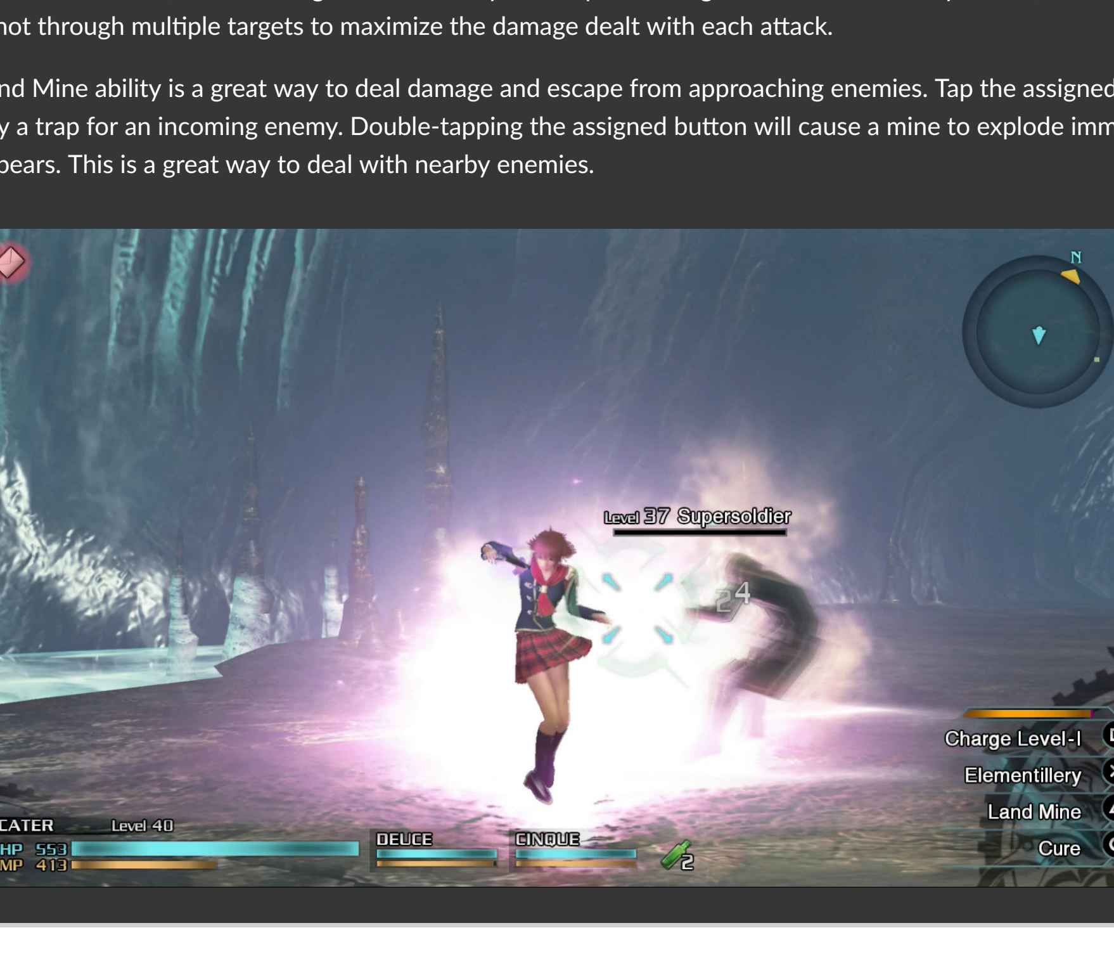


Cater's charged shots move fairly slowly, and nimble enemies won't have much trouble avoiding them. Try to fire while a target is distracted, incapacitated, or recovering from a recent action. When all else fails, consider moving in a bit closer to minimize your chance of missing a shot.



Unlike her normal attacks, Cater's charged shots are capable of penetrating enemies. Whenever possible, fire a fully charged shot through multiple targets to maximize the damage dealt with each attack.

Cater's Land Mine ability is a great way to deal damage and escape from approaching enemies. Tap the assigned button once to lay a trap for an incoming enemy. Double-tapping the assigned button will cause a mine to explode immediately after it appears. This is a great way to deal with nearby enemies.



Characters

Cinque

Cinque uses slow, short-range attacks to deal massive damage to her enemies.

Essential Details

Initial Status	
Level:	8
EXP:	8542
AP:	7
Accessories:	Bronze Bangle; Gauntlets
Weapon:	Mace
Commands:	Earthquake; Fire RF
Defense Command:	Cure

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	5.4 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

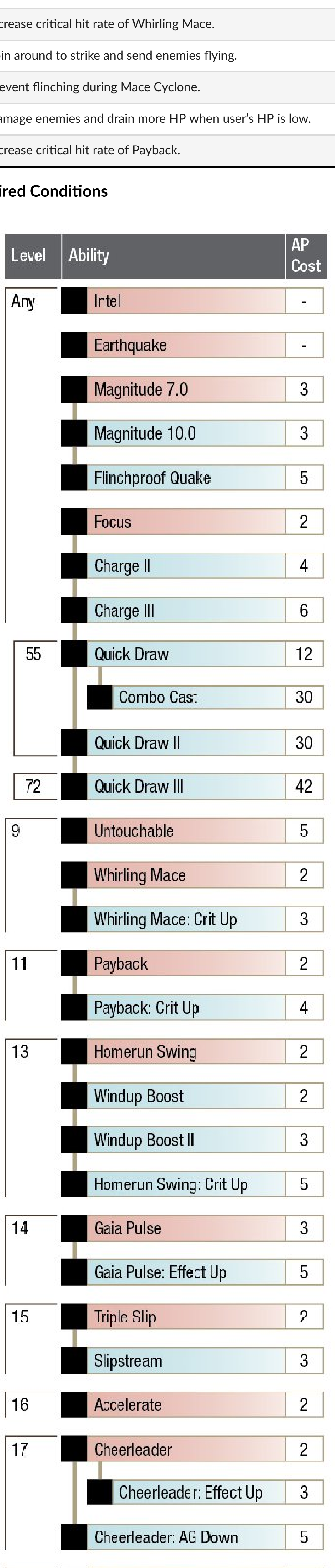
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
8	391	237	72	67	54	52	47	59
10	427	244	74	67	55	53	48	60
20	597	280	84	70	60	58	53	65
30	753	316	94	72	65	63	58	70
40	893	352	104	75	70	68	63	75
50	1019	388	114	77	75	73	68	80
60	1128	424	124	80	80	78	73	85
70	1224	460	134	82	85	83	78	90
80	1304	495	144	85	90	88	83	95
90	1369	531	154	87	95	93	88	100
99	1415	560	163	89	99	97	92	104
Class Zero Rank	3rd	9th	2nd	2nd	9th	11th	10th	5th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Focus	Perform a charged attack with Left Analog Stick Down + normal attack.
Charge II	Increase maximum charge level.
Charge III	Further increase maximum charge level.
Quick Draw	Cast finishing magic after a max-level charged attack.
Combo Cast	Cast finishing magic after two consecutive normal attacks.
Earthquake	Attack the ground to damage surrounding enemies and possibly inflict Stun.
Magnitude 7.0	Increase stun rate of Earthquake.
Magnitude 10.0	Further increase stun rate of Earthquake.
Flinchproof Quake	Prevent flinching during Earthquake.
Gaia Pulse	Attack the ground to damage enemies in a straight line and possibly inflict Stun.
Gaia Pulse: Effect Up	Increase stun rate of Gaia Pulse.
Homerun Swing	Strike opponents after building power by holding down the Ability button.
Windup Boost	Increase maximum charge level of Homerun Swing.
Windup Boost II	Further increase maximum charge level of Homerun Swing.
Homerun Swing: Crit Up	Increase critical hit rate of Homerun Swing.
Cheerleader	Psych self up to inflict more damage with the next attack.
Cheerleader: Effect Up	Increase effect of Cheerleader.
Cheerleader: AG Down	Reduce AG cost of Cheerleader.
Whirling Mace	Spin around to strike and knock back enemies.
Whirling Mace: Crit Up	Increase critical hit rate of Whirling Mace.
Mace Cyclone	Spin around to strike and send enemies flying.
Flinchproof Cyclone	Prevent flinching during Mace Cyclone.
Payback	Damage enemies and drain more HP when user's HP is low.
Payback: Crit Up	Increase critical hit rate of Payback.

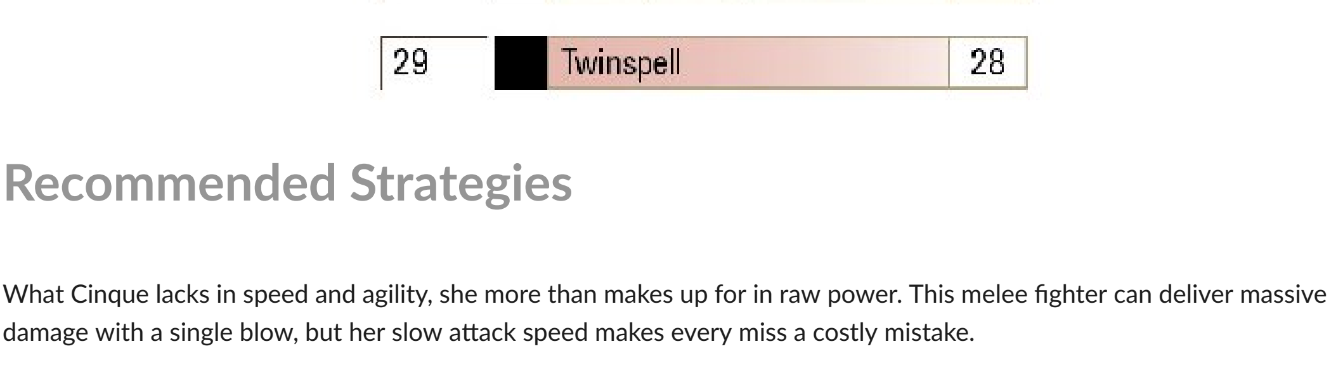
Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Earthquake	-
	Magnitude 7.0	3
	Magnitude 10.0	3
	Flinchproof Quake	5
	Focus	2
	Charge II	4
	Charge III	6
55	Quick Draw	12
	Combo Cast	30
	Quick Draw II	30
72	Quick Draw III	42
9	Untouchable	5
	Whirling Mace	2
	Whirling Mace: Crit Up	3
11	Payback	2
	Payback: Crit Up	4
13	Homerun Swing	2
	Windup Boost	2
	Windup Boost II	3
	Homerun Swing: Crit Up	5
14	Gaia Pulse	3
	Gaia Pulse: Effect Up	5
15	Triple Slip	2
	Slipstream	3
16	Accelerate	2
17	Cheerleader	2
	Cheerleader: Effect Up	3
	Cheerleader: AG Down	5
20	Mace Cyclone	3
	Flinchproof Cyclone	5
29	Twinspell	28

Recommended Strategies

What Cinque lacks in speed and agility, she more than makes up for in raw power. This melee fighter can deliver massive damage with a single blow, but her slow attack speed makes every miss a costly mistake.



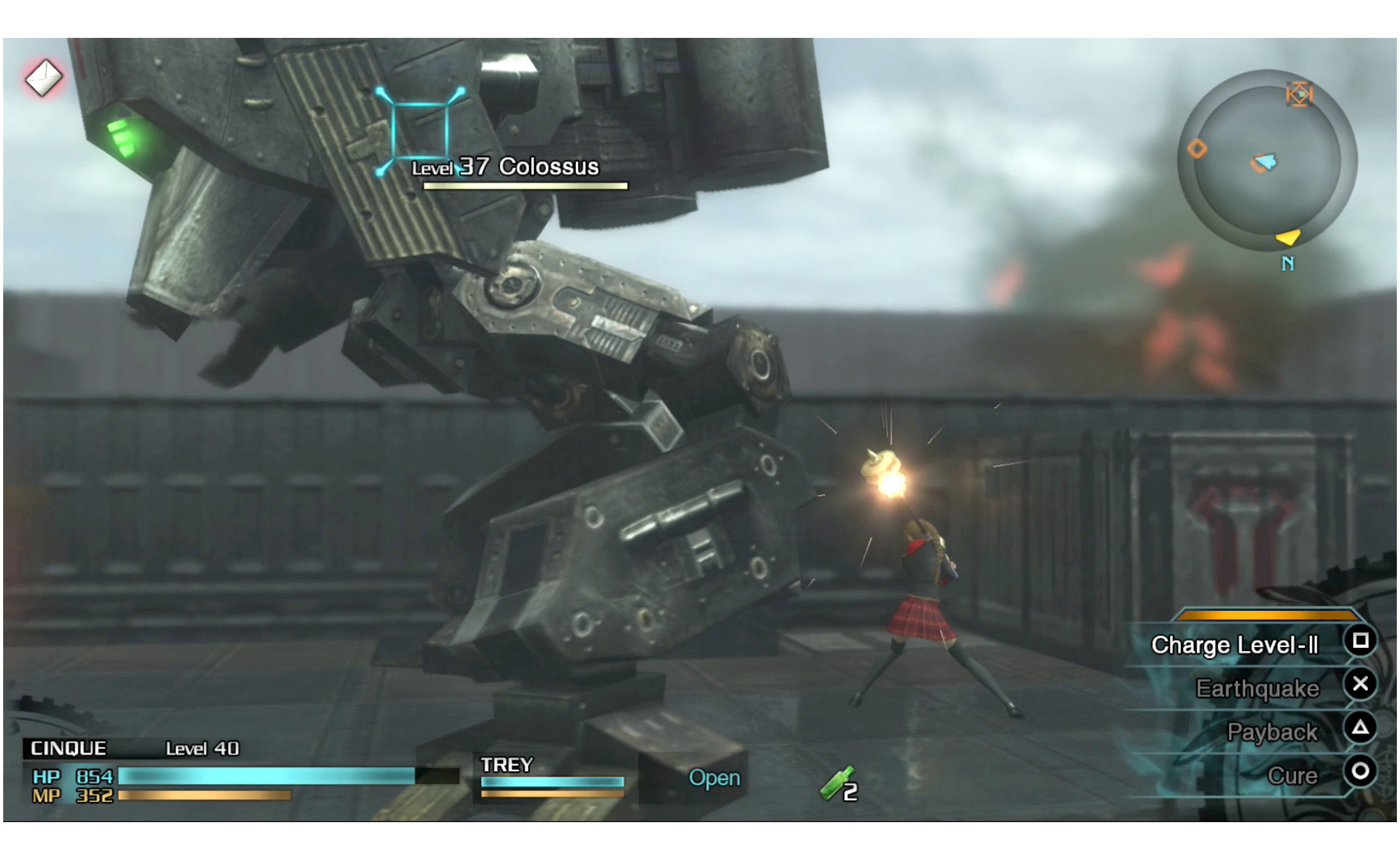
Cinque enjoys very high HP, Attack, and Defense, but her more elaborate attacks can leave her extremely vulnerable to incoming damage. Fortunately, Cinque's normal attacks are among the strongest in Class Zero, and a single normal attack is capable of sweeping through multiple targets.

Cinque's Focus ability allows her to perform charged attacks, and her Earthquake can inflict nearby enemies with Stun. Upgrading these abilities should be your priority, but make sure you experiment with all of her available commands as you're able to unlock them. Consider the balance of power and attack speed and select abilities that complement your play style.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Focus	—	2
Charge II	—	4
Charge III	—	6
Magnitude 7.0	—	3
Magnitude 10.0	—	3
Flinchproof Quake	—	5
Untouchable	9	5
Gaia Pulse	14	3
Gaia Pulse: Effect Up	14	5
Triple Slip	15	2
Slipstream	15	3
Accelerate	16	2

Cinque's fighting style makes it difficult for her to avoid incoming attacks. Focus on maximizing her damage output before you spend AP on her evasion-focused abilities. This allows you to make the most of Cinque's earlier levels, but it also means relying on allies, magic, and healing items to keep Cinque standing during difficult battles.



Unlock Focus, Charge II, and Charge III to deal maximum damage with a single strike. This allows Cinque to retreat between attacks with a minimum drop to her overall damage output.

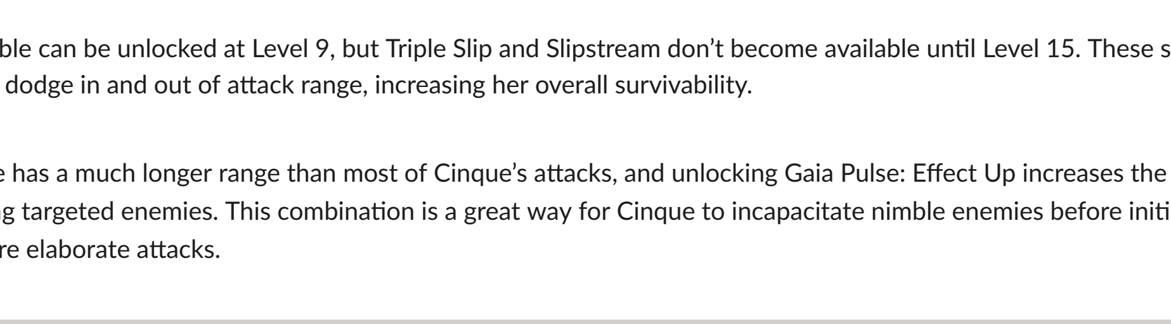
Magnitude 7.0 and Magnitude 10.0 greatly increase the stun rate of Cinque's Earthquake ability, and Flinchproof Quake helps ensure that she can utilize the command when needed. Investing in these skills makes it much easier for Cinque to deal with swarming enemies.

Untouchable can be unlocked at Level 9, but Triple Slip and Slipstream don't become available until Level 15. These skills allow Cinque to dodge in and out of attack range, increasing her overall survivability.

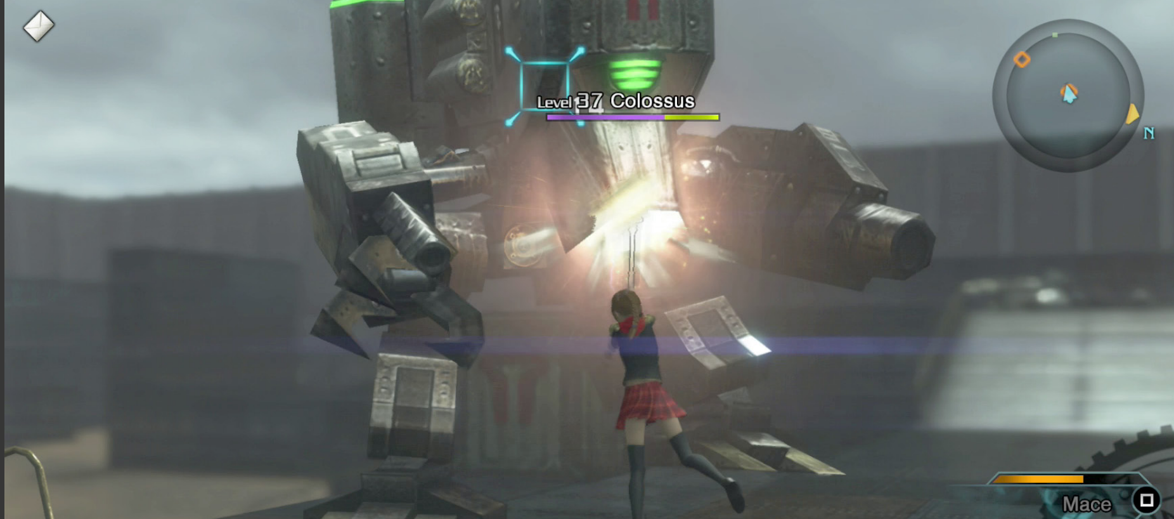
Gaia Pulse has a much longer range than most of Cinque's attacks, and unlocking Gaia Pulse: Effect Up increases the chances of stunning targeted enemies. This combination is a great way for Cinque to incapacitate nimble enemies before initiating one of her more elaborate attacks.

Combat Tips: Cinque

Cinque is capable of dealing massive damage, but her slow attack speed makes proper timing a must. When in doubt, stick to normal attacks and adjust her position as needed.

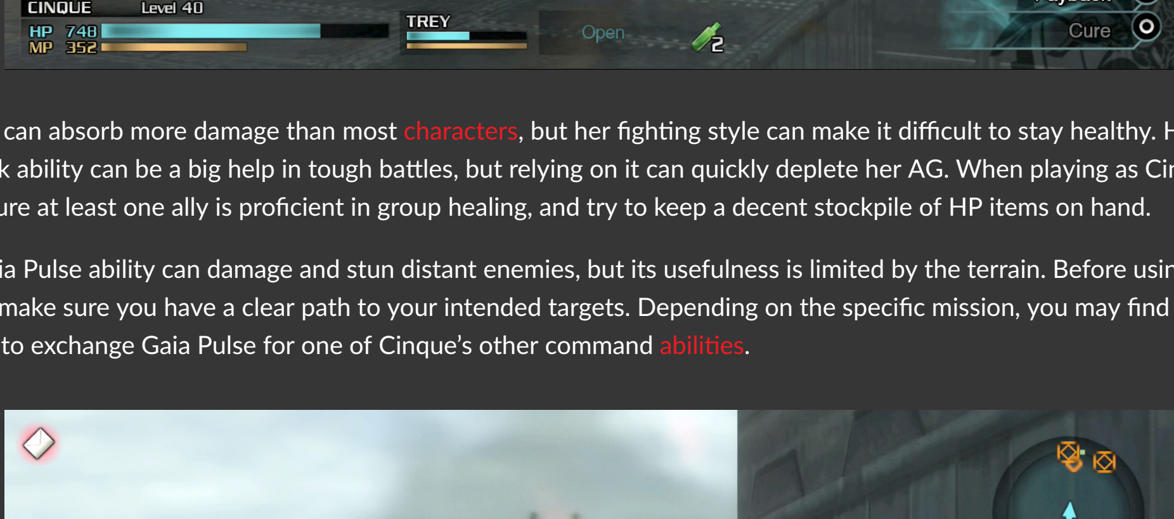


Cinque's charged attacks can generate impressive burst damage, but they severely limit her movement. She's able to dodge without depleting a charge, but it's often best to utilize charged attacks against enemies that are distracted or incapacitated. Beginning a charged attack immediately after stunning an enemy, for example, can be very effective.



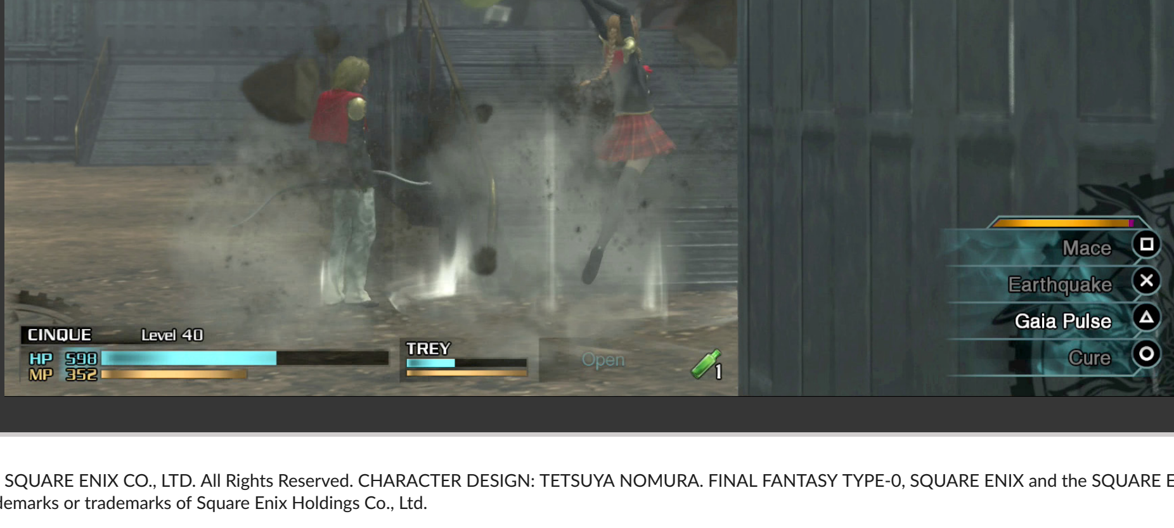
Imperial Trooper
Repeat, enemy has infiltrated the base!

In most cases, Cinque's normal attacks offer the best balance between damage output and survivability. Deliver a single blow, then dodge away from incoming attacks. This not only helps keep Cinque relatively healthy, it also minimizes her chances of flinching or being knocked down.



Cinque can absorb more damage than most characters, but her fighting style can make it difficult to stay healthy. Her Payback ability can be a big help in tough battles, but relying on it can quickly deplete her AG. When playing as Cinque, make sure at least one ally is proficient in group healing, and try to keep a decent stockpile of HP items on hand.

The Gaia Pulse ability can damage and stun distant enemies, but its usefulness is limited by the terrain. Before using this attack, make sure you have a clear path to your intended targets. Depending on the specific mission, you may find it helpful to exchange Gaia Pulse for one of Cinque's other command abilities.



Imperial Trooper
Mobilize the guards!

Characters

Sice

Sice specializes in fast, short-range attacks. By defeating enemies, Sice absorbs malice to increase her power and abilities.

Essential Details

Initial Status

Level:	10
EXP:	11644
AP:	10
Accessories:	Fulgur Primus, Vol. I; Cupric Ring
Weapon:	Scythe
Commands:	Dark Nebula; Thunder SHG
Defense Command:	Cure

Basic Attributes

Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	6.6 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

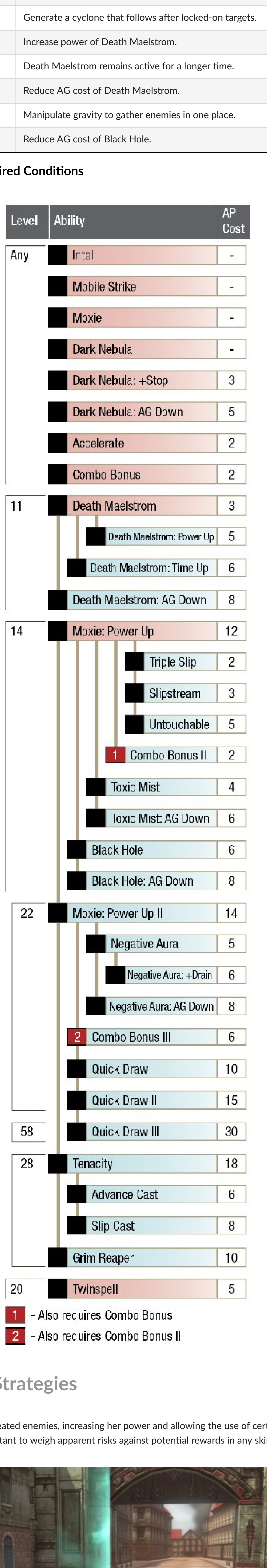
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
10	391	233	62	62	53	54	62	58
20	547	268	72	65	58	59	67	63
30	689	302	82	67	63	64	72	68
40	818	336	92	70	68	69	77	73
50	932	371	102	72	73	74	82	78
60	1033	405	112	75	78	79	87	83
70	1120	440	122	77	83	84	92	88
80	1193	474	132	80	88	89	97	93
90	1253	508	142	82	93	94	102	98
99	1295	536	151	84	97	98	106	102
Class Zero Rank	6th	10th	10th	5th	12th	10th	3rd	7th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Combo Bonus	Increase the number of hits in a normal attack.
Combo Bonus II	Further increase the number of hits in a normal attack.
Combo Bonus III	Drastically increase the number of hits in a normal attack.
Quick Draw	Cast finishing magic after four consecutive normal attacks.
Mobile Strike	Attack while moving with Left Analog Stick + normal attack.
Advance Cast	Cast finishing magic after a forward mobile strike.
Slip Cast	Cast finishing magic after a backward mobile strike.
Moxie	Increase power by defeating enemies and absorbing their malice.
Moxie: Power Up	Absorb more malice.
Moxie: Power Up II	Absorb even more malice.
Tenacity	Reduce the amount of malice lost when taking damage.
Dark Nebula	Use absorbed malice to attack in a straight line.
Dark Nebula: +Stop	Add Stop effect to Dark Nebula.
Dark Nebula: AG Down	Reduce AG cost of Dark Nebula.
Negative Aura	Use absorbed malice to attack surrounding enemies.
Negative Aura: +Drain	Add Drain effect to Negative Aura.
Negative Aura: AG Down	Reduce AG cost of Negative Aura.
Grim Reaper	Use absorbed malice to attack enemies and possibly inflict Death.
Toxic Mist	Attack enemies with a wall of poison.
Toxic Mist: AG Down	Reduce AG cost of Toxic Mist.
Death Maelstrom	Generate a cyclone that follows after locked-on targets.
Death Maelstrom: Power Up	Increase power of Death Maelstrom.
Death Maelstrom: Time Up	Death Maelstrom remains active for a longer time.
Death Maelstrom: AG Down	Reduce AG cost of Death Maelstrom.
Black Hole	Manipulate gravity to gather enemies in one place.
Black Hole: AG Down	Reduce AG cost of Black Hole.

Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Mobile Strike	-
	Moxie	-
	Dark Nebula	-
	Dark Nebula: +Stop	3
	Dark Nebula: AG Down	5
	Accelerate	2
	Combo Bonus	2
11	Death Maelstrom	3
	Death Maelstrom: Power Up	5
	Death Maelstrom: Time Up	6
	Death Maelstrom: AG Down	8
14	Moxie: Power Up	12
	Triple Slip	2
	Slipstream	3
	Untouchable	5
	1 Combo Bonus II	2
	Toxic Mist	4
	Toxic Mist: AG Down	6
	Black Hole	6
	Black Hole: AG Down	8
22	Moxie: Power Up II	14
	Negative Aura	5
	Negative Aura: +Drain	6
	Negative Aura: AG Down	8
	2 Combo Bonus III	6
	Quick Draw	10
	Quick Draw II	15
58	Quick Draw III	30
28	Tenacity	18
	Advance Cast	6
	Slip Cast	8
	Grim Reaper	10
20	Twinspell	5

1 - Also requires Combo Bonus
2 - Also requires Combo Bonus II

Recommended Strategies

Sice absorbs malice from her defeated enemies, increasing her power and allowing the use of certain abilities. Taking damage drains stored malice, so it's important to weigh apparent risks against potential rewards in any skirmish.

358
SICE Level 40
HP 818
MP 336
DEUCE
Primed
CATER
2
Scythe
Negative Aura
Death Maelstrom
Cure

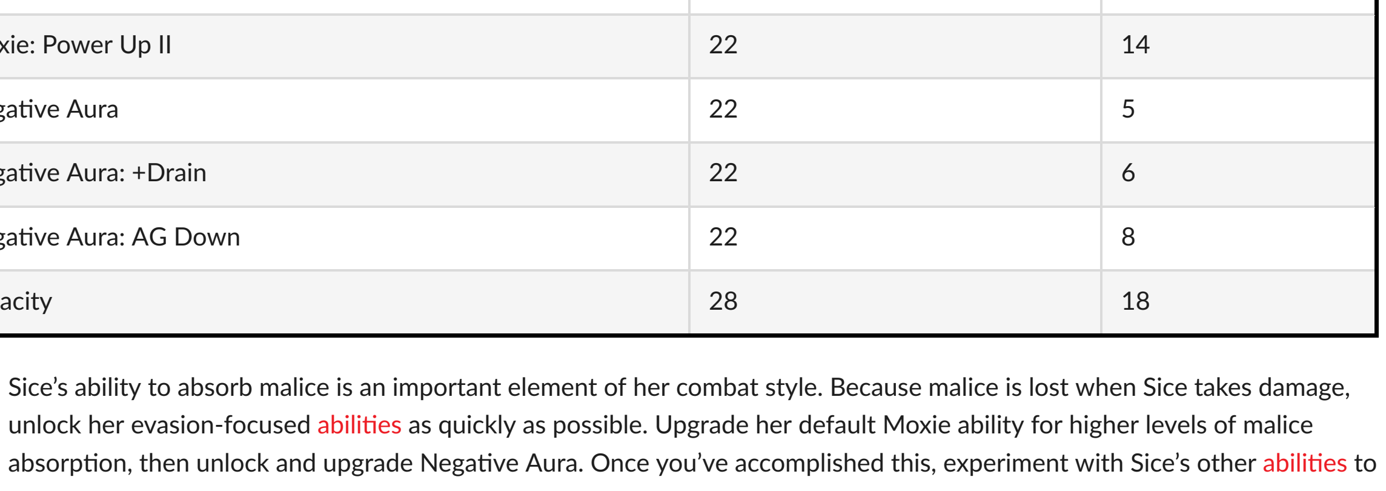
With her short-range weapon and high attack speed, Sice favors a fairly aggressive fighting style. Still, avoiding incoming damage is an important part of a winning strategy. Mastering the fundamentals of Sice's close-quarters combat is the best way to ensure her effectiveness in battle.

Sice is proficient in Lightning Magic, but her max MP is relatively low. If you opt for offensive magic use, plan on using party members or equipped items to replenish spent MP.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Accelerate	—	2
Moxie: Power Up	14	12
Triple Slip	14	2
Slipstream	14	3
Untouchable	14	5
Moxie: Power Up II	22	14
Negative Aura	22	5
Negative Aura: +Drain	22	6
Negative Aura: AG Down	22	8
Tenacity	28	18

Sice's ability to absorb malice is an important element of her combat style. Because malice is lost when Sice takes damage, unlock her evasion-focused abilities as quickly as possible. Upgrade her default Moxie ability for higher levels of malice absorption, then unlock and upgrade Negative Aura. Once you've accomplished this, experiment with Sice's other abilities to find combinations that match your play style.

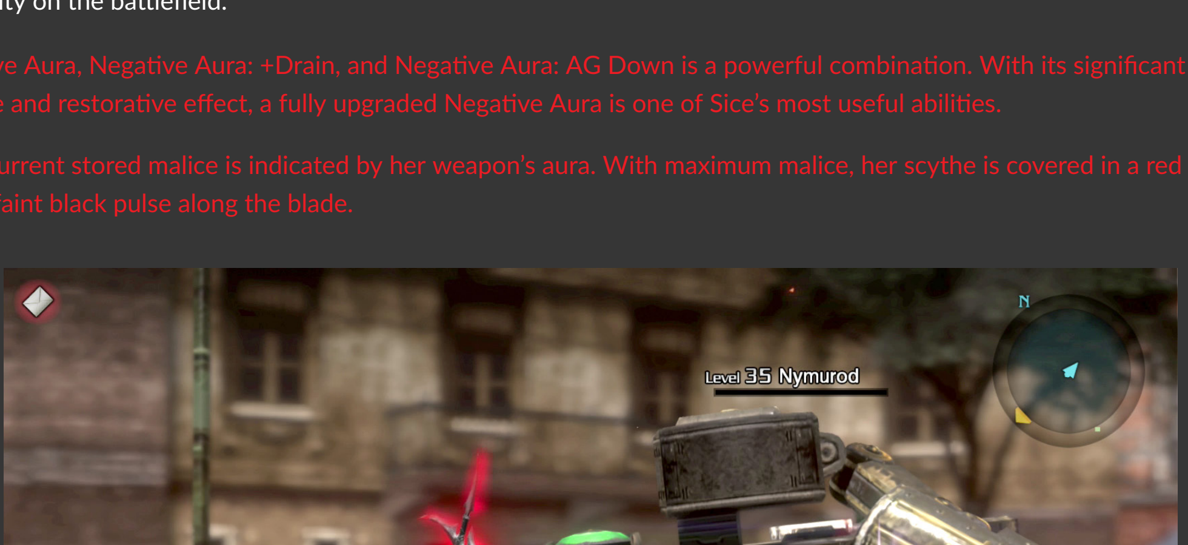


Unlock Accelerate right away, but postpone spending additional AP until Sice reaches Level 14. Unlock Moxie: Power Up to increase the amount of malice Sice can store, then unlock her remaining evasion-focused moves to help ensure that Sice can retain the malice she drains from her enemies.

At Level 22, unlock Moxie: Power Up II, then acquire and upgrade Negative Aura. A fully upgraded Negative Aura deals significant damage to nearby enemies while replenishing Sice's HP.

At Level 28, unlock Tenacity to reduce the amount of malice Sice loses from taking damage. Once you've done this, unlock her remaining abilities as AP becomes available.

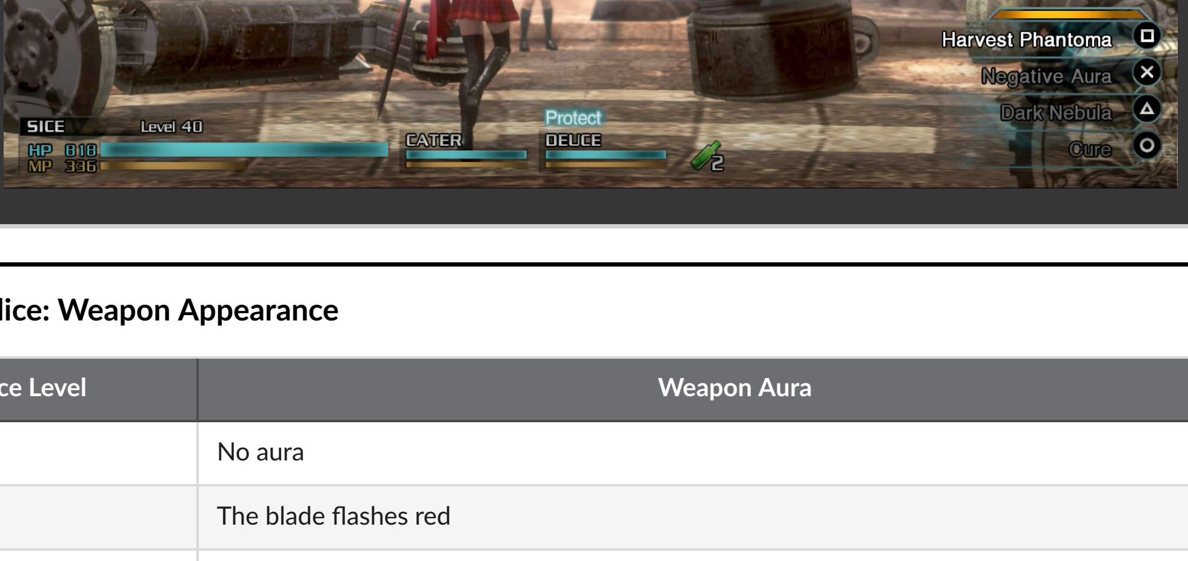
Combat Tips: Sice



Sice's malice absorption makes her a challenging character to master, but her various abilities allow for surprising versatility on the battlefield.

Negative Aura, Negative Aura: +Drain, and Negative Aura: AG Down is a powerful combination. With its significant area damage and restorative effect, a fully upgraded Negative Aura is one of Sice's most useful abilities.

Sice's current stored malice is indicated by her weapon's aura. With maximum malice, her scythe is covered in a red glow with a faint black pulse along the blade.



Malice: Weapon Appearance

Malice Level	Weapon Aura
0–3	No aura
4–7	The blade flashes red
8–11	A red aura covers the entire weapon
12	A black aura appears on the blade

Malice Absorption

Event	Change in Malice Level
Defeat an enemy (no Killsight)	+1
Defeat an enemy (Killsight)	+2
Damaged or knocked down (without Tenacity)	-2
Damaged or knocked down (with Tenacity)	-1

Characters

Seven

Seven specializes in mid-range melee combat. She's not only capable of imbuing her weapon with various properties, but she's also a fairly impressive magic user.

Essential Details

Initial Status	
Level:	9
EXP:	10121
AP:	8
Accessories:	Glacies Prima, Vol. I; Gauntlets
Weapon:	Whipblade
Commands:	Snakebite; Blizzara BOM
Defense Command:	Cura

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	5.4 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

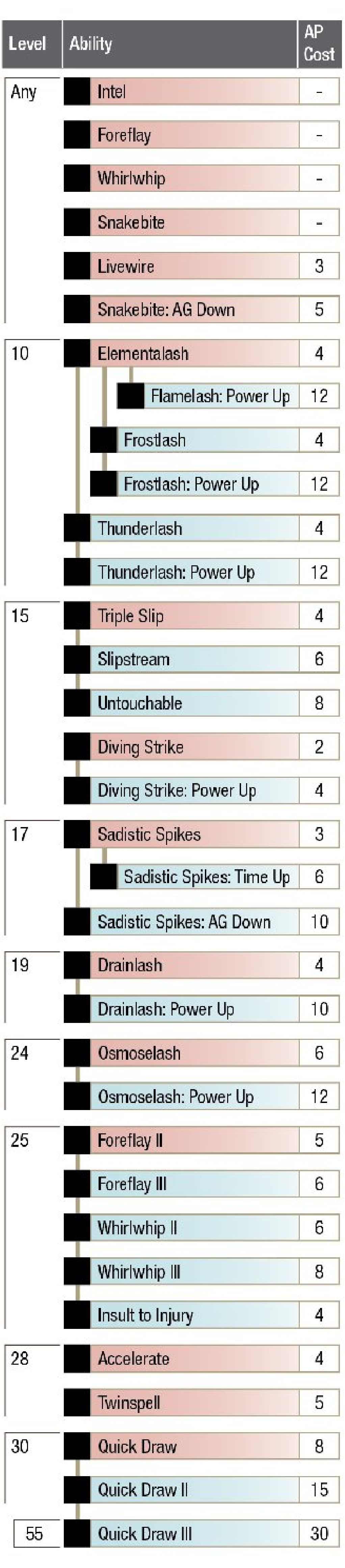
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
9	363	262	67	55	59	65	47	62
10	379	270	68	55	60	66	48	63
20	530	310	78	58	65	71	53	68
30	668	350	88	60	70	76	58	73
40	792	390	98	63	75	81	63	78
50	904	430	108	65	80	86	68	83
60	1001	470	118	68	85	91	73	88
70	1086	510	128	70	90	96	78	93
80	1157	549	138	73	95	101	83	98
90	1215	589	148	75	100	106	88	103
99	1255	621	157	77	104	110	92	107
Class Zero Rank	7th	7th	6th	8th	4th	2nd	10th	3rd

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Quick Draw	Cast finishing magic after a normal attack.
Foreflay	Deliver a long-reaching attack with Left Analog Stick Up + normal attack.
Foreflay II	Increase number of hits for Foreflay.
Foreflay III	Further increase number of hits for Foreflay.
Whirlwhip	Deliver a wide-area attack with Left Analog Stick Down + normal attack.
Whirlwhip II	Increase number of hits for Whirlwhip.
Whirlwhip III	Further increase number of hits for Whirlwhip.
Insult to Injury	Powerfully lash enemies inflicted with Stun.
Snakebite	Capture an enemy and either reel them in or instantaneously approach the target.
Livewire	Electrify ensnared enemies to damage and possibly inflict Stun with Left Analog Stick Up + Ability button.
Snakebite: AG Down	Reduce AG cost of Snakebite.
Diving Strike	Launch whipblade skyward to pierce enemies from above.
Diving Strike: Power Up	Increase power of Diving Strike.
Elementalash	Strike enemies with a whip imbued with elemental magic (defaults to Fire).
Flamelash: Power Up	Increase power of Elementalash's Flamelash.
Frostlash	Imbue whip with Ice Magic with Left Analog Stick Up + Ability button.
Frostlash: Power Up	Increase power of Elementalash's Frostlash.
Thunderlash	Imbue whip with Lightning Magic with Left Analog Stick Down + Ability button.
Thunderlash: Power Up	Increase power of Elemenalash's Thunderlash.
Sadistic Spikes	Drive whipblade into the ground to summon Stop-inflicting thorns.
Sadistic Spikes: Time Up	Sadistic Spikes remains active for a longer time.
Sadistic Spikes: AG Down	Reduce AG cost of Sadistic Spikes.
Drainlash	Attack enemies and absorb HP.
Drainlash: Power Up	Increase power of Drainlash.
Osmoselash	Attack enemies and absorb MP.
Osmoselash: Power Up	Increase power of Osmoselash.

Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Foreflay	-
	Whirlwhip	-
	Snakebite	-
	Livewire	3
	Snakebite: AG Down	5
10	Elementalash	4
	Flamelash: Power Up	12
	Frostlash	4
	Frostlash: Power Up	12
	Thunderlash	4
	Thunderlash: Power Up	12
15	Triple Slip	4
	Slipstream	6
	Untouchable	8
	Diving Strike	2
	Diving Strike: Power Up	4
17	Sadistic Spikes	3
	Sadistic Spikes: Time Up	6
	Sadistic Spikes: AG Down	10
19	Drainlash	4
	Drainlash: Power Up	10
24	Osmoselash	6
	Osmoselash: Power Up	12
25	Foreflay II	5
	Foreflay III	6
	Whirlwhip II	6
	Whirlwhip III	8
	Insult to Injury	4
28	Accelerate	4
	Twinspell	5
30	Quick Draw	8
	Quick Draw II	15
55	Quick Draw III	30

Recommended Strategies

Seven is able to alter the range of her melee strikes. She's adept in Fire Magic and Ice Magic, but she rates fairly low in Lightning Magic. With her Elementalash ability, however, she can imbue her weapon with various bursts of elemental power. Her more elaborate techniques tend to leave her fairly vulnerable, but Seven's normal attacks are capable of dealing fast, reliable damage.

Level 37 Autoturret
Shock
Whipblade
Snakebite
Elementalash
Cure
SEVEN Level 40
HP 778
MP 351
DEUCE
CINQUE

With abilities like Snakebite, Diving Strike, and Sadistic Spikes, Seven can be used to fill a variety of roles, and choosing the best skills for a given mission can be a challenge. At her core, however, Seven is still a melee fighter. Her normal attack, Foreflay, and Whirlwhip can be used at any time to deal damage and replenish her AG.

Once Insult to Injury is unlocked, Seven is particularly effective against stunned enemies. Consider selecting allies with Stun-inflicting abilities to maximize her damage output over the course of a mission.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Snakebite: AG Down	—	5
Livewire	—	3
Elementalash	10	4
Frostlash	10	4
Thunderlash	10	4
Triple Slip	15	4
Slipstream	15	6
Untouchable	15	8
Diving Strike	15	2
Sadistic Spikes	17	3
Sadistic Spikes: Time Up	17	6
Sadistic Spikes: AG Down	17	10
Foreflay II	25	5
Foreflay III	25	6
Whirlwhip II	25	6
Whirlwhip III	25	8
Insult to Injury	25	4

Seven's various abilities have a significant effect on her fighting style. Your personal preferences and mission parameters will determine exactly which skills are most useful in battle, so acquire and test her various command abilities as they become available. Before each mission, consider which role you'd like Seven to fill, then equip the abilities that are likely to be most helpful.

145
222
219
Whipblade
Diving Strike
Sadistic Spikes
Cure
SEVEN Level 40
HP 588
MP 267
DEUCE
CATER

Snakebite: AG Down and Livewire both enhance Seven's Snakebite ability. Unlock these abilities to allow for more frequent use of Snakebite, and to gain the option of electrocuting ensnared enemies.

Elementalash and its upgrades Frostlash and Thunderlash all become available at Level 10. This combination of skills allows Seven to better exploit elemental weaknesses found in some enemies. Elementalash abilities will quickly drain Seven's AG, however, so it's best to use them sparingly. Avoid investing in additional Elementalash upgrades until you've unlocked some of Seven's less situational abilities.

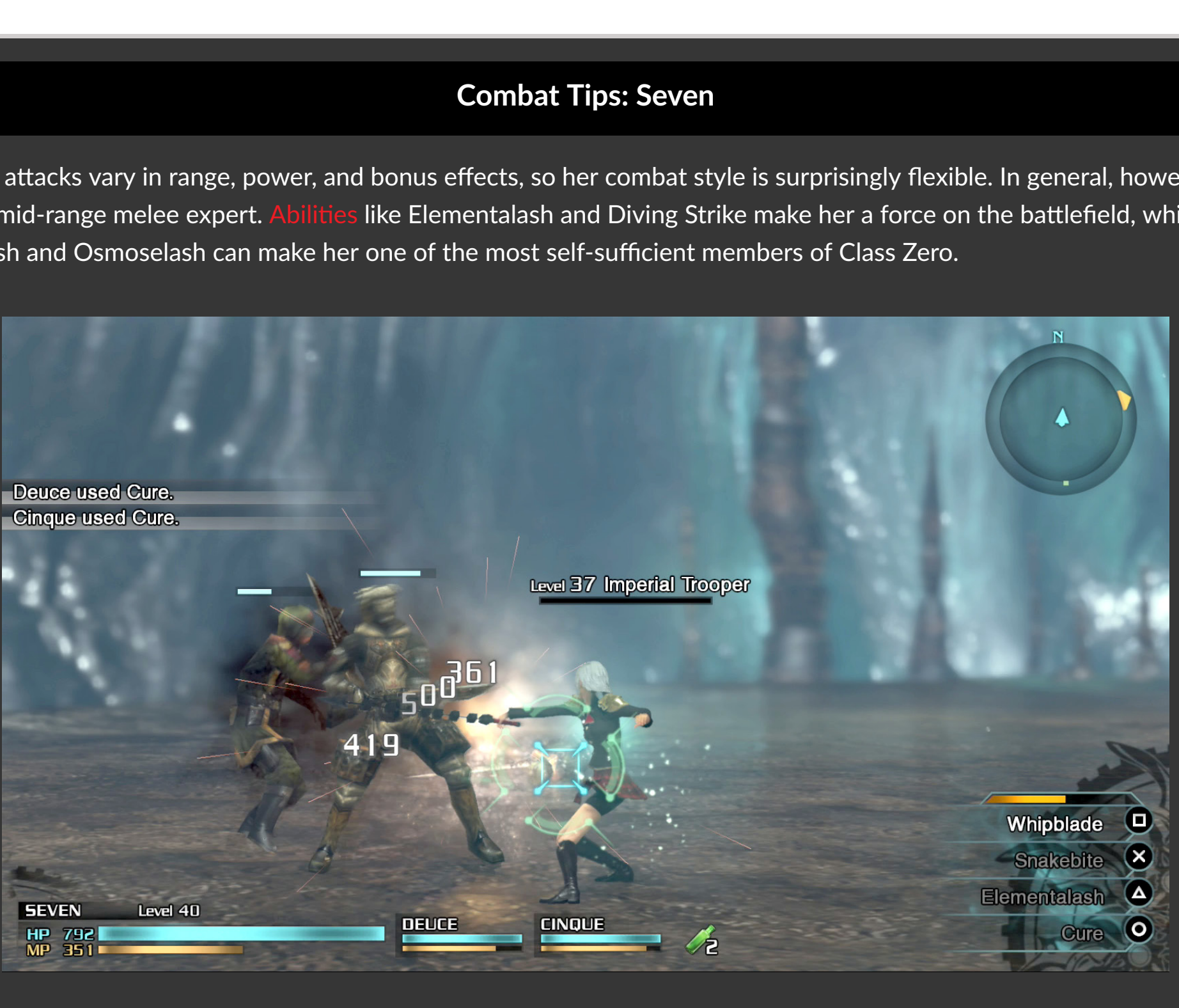
Triple Slip, Slipstream, and Untouchable all become available at Level 15. Unlock all of these abilities to enhance Seven's dodge, then invest in Diving Strike to add a true ranged attack to her arsenal. When equipped, Diving Strike allows Seven to launch mortar-like attacks at distant targets.

When combined, Sadistic Spikes, Sadistic Spikes: Time Up, and Sadistic Spikes: AG Down create one of Seven's most useful support abilities. This command ability creates a large cluster of Stop-inducing spikes, so proper use can severely limit enemy movements in confined spaces.

At Level 25, upgrade Seven's Foreflay and Whirlwhip, then unlock Insult to Injury. This ensures that Seven is capable of dealing maximum damage regardless of which command abilities you choose to bring into a specific mission.

Combat Tips: Seven

Seven's attacks vary in range, power, and bonus effects, so her combat style is surprisingly flexible. In general, however, she's a mid-range melee expert. Abilities like Elementalash and Diving Strike make her a force on the battlefield, while Drainlash and Osmoselash can make her one of the most self-sufficient members of Class Zero.



Many of Seven's more powerful attacks can quickly deplete her AG. For basic combat, it's usually best to rely on a mixture of normal attacks and Foreflay. This allows Seven to deal consistent short-range and medium-range damage.

Level 37 Imperial Trooper
853
Whipblade
Snakebite
Blizzard BOM
Cure
SEVEN Level 40
HP 792
MP 163
DEUCE
CATER

Seven is gifted in most magic types, and her Ice Magic proficiency is the second highest in Class Zero. Equipping Osmoselash along with a spell like Blizzard BOM can make Seven a formidable magic user during prolonged battles.

Snakebite is a great way to strike distant enemies when they are vulnerable to Killsight attacks. Under normal conditions, a successful Snakebite offers multiple follow-up moves. Once you've latched on to an enemy, your options will be determined by enemy type, unlocked abilities, and available AG.

Level 37 Supersoldier
Whipblade
Snakebite
Blizzard BOM
Cure
SEVEN Level 40
HP 725
MP 231
Primed
DEUCE
CATER

Snakebite Follow-Up Commands

Input	Result
Left Analog Stick	Seven moves in the corresponding direction.
Ability button	Seven pulls herself toward the ensnared enemy.
Left Analog Stick Up + Ability button	(Requires Livewire and sufficient AG) Seven electrocutes the ensnared enemy, possibly inflicting Stun.
Left Analog Stick Down + Ability button	Seven pulls the ensnared enemy to her location.
Normal attack	Seven releases the ensnared enemy.
Dodge	Seven releases the ensnared enemy and performs a dodge.

Characters

Eight

Eight is a master of hand-to-hand combat. With his brute strength, blazing speed, and various fighting styles, Eight is an impressive close-combat specialist.

Essential Details

Initial Status

- Level:	- 9
- EXP:	- 9614
- AP:	- 8
- Accessories:	- Bronze Bangle; Gauntlets
- Weapon:	- Brass Knuckles
- Commands:	- Swiftwind Stance; Blizzard BOM
- Defense Command:	- Block

Basic Attributes

- Movement Speed—Weapon Stowed:	- 7.8 meters per second
- Movement Speed—Weapon Drawn:	- 10.5 meters per second
- Flinch Resistance:	- 1
- Knockdown Resistance:	- × 0.92
- Knockback Resistance:	- × 1.0

Stats and Abilities

Growth by Level

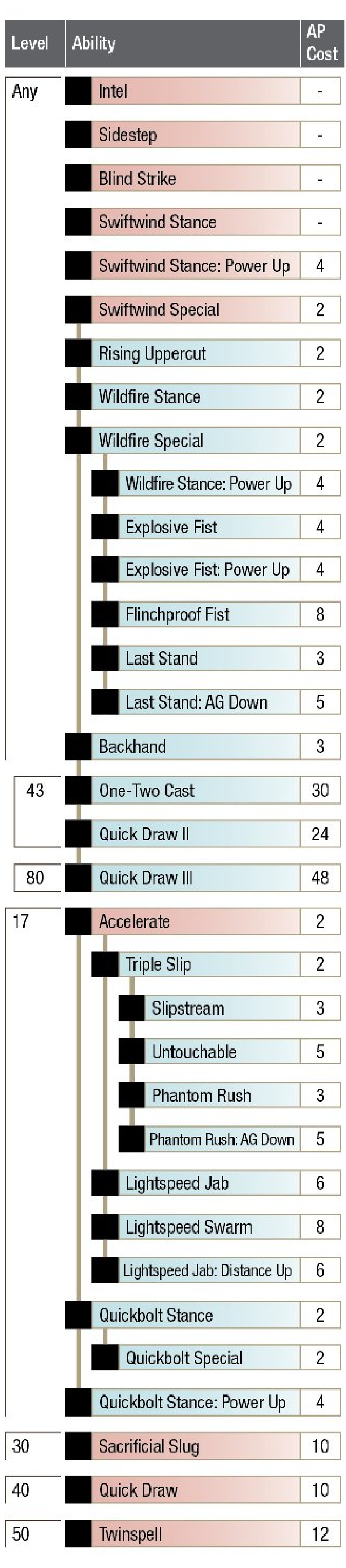
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
9	386	185	69	63	53	60	55	49
10	403	191	70	63	54	61	56	50
20	564	219	80	66	59	66	61	55
30	711	247	90	68	64	71	66	60
40	843	275	100	71	69	76	71	65
50	961	303	110	73	74	81	76	70
60	1065	331	120	76	79	86	81	75
70	1155	360	130	78	84	91	86	80
80	1230	388	140	81	89	96	91	85
90	1292	416	150	83	94	101	96	90
99	1335	438	159	85	98	105	100	94
Class Zero Rank	4th	11th	4th	4th	11th	5th	7th	12th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Sidestep	Dodge sideways with Left Analog Stick Left/Right + normal attack.
Blind Strike	Increase critical hit rate when attacking some enemies from the rear.
Quick Draw	Cast finishing magic after a normal attack.
Rising Uppercut	Counterattack when downed by pressing normal attack at the right time.
Backhand	Deliver an attack with a high Stun rate with Left Analog Stick Down + normal attack.
One-Two Cast	Cast finishing magic after a backhand attack.
Swiftwind Stance	Shift to a simple stance and perform combos with the Ability button (and optionally, Left Analog Stick Up/Left/Right).
Swiftwind Special	Strike the ground during a combo by pressing Left Analog Stick Down + Ability button.
Swiftwind Stance: Power Up	Increase power of the series of punches in Swiftwind Stance.
Wildfire Stance	Shift to an aggressive stance and perform combos with the Ability button (and optionally, Left Analog Stick Up/Left/Right).
Wildfire Special	Conjure a pillar of fire during a combo by pressing Left Analog Stick Down + Ability button.
Wildfire Stance: Power Up	Increase power of charge attack by pressing Left Analog Stick Up + Ability button.
Quickbolt Stance	Shift to an erratic stance and perform combos with the Ability button (and optionally, Left Analog Stick Up/Left/Right).
Quickbolt Special	Strike enemies and absorb HP during a combo by holding Left Analog Stick Down + Ability button.
Quickbolt Stance: Power Up	Increase power of flying kick by pressing Left Analog Stick Up + Ability button.
Explosive Fist	Slowly approach enemies and deliver a devastating punch.
Explosive Fist: Power Up	Increase power of Explosive Fist.
Flinchproof Fist	Receive invulnerability while performing Explosive Fist.
Sacrificial Slug	Drop user's HP down to 1 and inflict tremendous damage on enemies.
Lightspeed Jab	Deliver a weak but extremely fast punch.
Lightspeed Swarm	Teleport toward enemies with Lightspeed Jab.
Lightspeed Jab: Distance Up	Increase distance teleported with Lightspeed Jab.
Last Stand	Receive Haste and Aura, but inflict user with Killsight.
Last Stand: AG Down	Reduce AG cost of Last Stand.
Phantom Rush	Dodge all enemy attacks.
Phantom Rush: AG Down	Reduce AG cost of Phantom Rush.

Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Sidestep	-
	Blind Strike	-
	Swiftwind Stance	-
	Swiftwind Stance: Power Up	4
	Swiftwind Special	2
	Rising Uppercut	2
	Wildfire Stance	2
	Wildfire Special	2
	Wildfire Stance: Power Up	4
	Explosive Fist	4
	Explosive Fist: Power Up	4
	Flinchproof Fist	8
	Last Stand	3
	Last Stand: AG Down	5
	Backhand	3
43	One-Two Cast	30
	Quick Draw II	24
80	Quick Draw III	48
17	Accelerate	2
	Triple Slip	2
	Slipstream	3
	Untouchable	5
	Phantom Rush	3
	Phantom Rush: AG Down	5
	Lightspeed Jab	6
	Lightspeed Swarm	8
	Lightspeed Jab: Distance Up	6
	Quickbolt Stance	2
	Quickbolt Special	2
	Quickbolt Stance: Power Up	4
30	Sacrificial Slug	10
40	Quick Draw	10
50	Twinspell	12

Recommended Strategies

Among his classmates, Eight ranks well in max HP, Attack, and Defense, and his movement speed is fairly impressive. His various command abilities can provide a bit of utility on the battlefield, but Eight's fighting stances offer true versatility.

Level 35 Nymurod
158
Brass Knuckles
Swiftwind Stance
Lightspeed Jab
Block
EIGHT
Level 40
HP 821
MP 275
DEUCE
CATER
2

All of Eight's stances offer a variety of attacks, and each stance has its own unique strength. Swiftwind Stance favors fast strikes, Wildfire Stance can be used to fire projectiles or summon pillars of fire, and Quickbolt Stance can be used to regenerate Eight's HP. Stance attacks also replenish Eight's AG, and many of them feature high critical hit rates when a target is attacked from the rear.

Eight's Phantom Rush allows him to automatically evade incoming attacks. This ability drains his AG, however, so dodging is still important. A fully upgraded Lightspeed Jab allows him to zip around the battlefield, taking advantage of Killsight opportunities. Abilities like Sacrificial Slug and Last Stand grant massive damage output while leaving Eight extremely vulnerable. As always, experiment with the available abilities to find a combination that matches your play style.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Swiftwind Special	—	2
Rising Uppercut	—	2
Wildfire Stance	—	2
Wildfire Special	—	2
Backhand	—	3
Accelerate	17	2
Triple Slip	17	2
Slipstream	17	3
Untouchable	17	5
Phantom Rush	17	3
Phantom Rush: AG Down	17	5
Quickbolt Stance	17	2
Quickbolt Special	17	2
Lightspeed Jab	17	6
Lightspeed Swarm	17	8
Lightspeed Jab: Distance Up	17	6

Most of Eight's abilities have relatively low AP costs, so it's easy to invest in a wide variety of skills. Early in the game, focus on unlocking Eight's fighting styles and their specials, his evasion-based abilities, and any abilities that don't require a command slot.

Level 35 Shock Trooper
512
Brass Knuckles
Wildfire Stance
Phantom Rush
Block
EIGHT
Level 40
HP 792
MP 275
DEUCE
CATER
2

Swiftwind Special, Wildfire Stance, and Wildfire Special will dramatically improve Eight's versatility in battle. Backhand provides a quick attack with a high Stun rate.

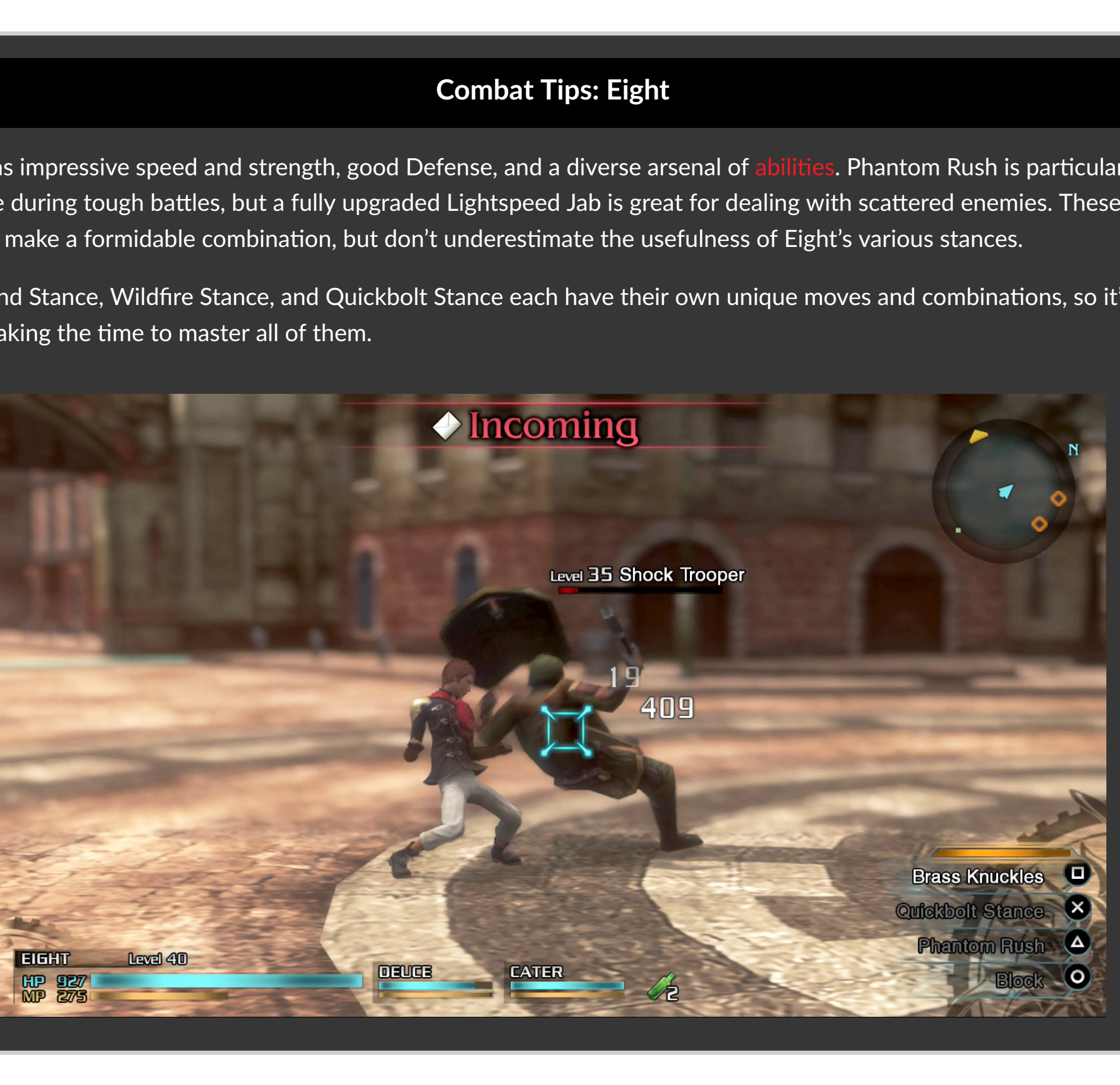
Accelerate, Triple Slip, Slipstream, and Untouchable provide the expected boost to Eight's survivability. Phantom Rush and Phantom Rush: AG Down, however, combine to form a particularly impressive defensive ability. When Phantom Rush is equipped, holding the Ability button causes Eight to automatically dodge incoming attacks—even while Eight is running. The effect lasts until the button is released or Eight's AG is depleted.

Unlock Quickbolt Stance and Quickbolt Special to give Eight a reliable option for HP recovery. Combine Lightspeed Jab, Lightspeed Swarm, and Lightspeed Jab: Distance Up for unmatched mobility. Not only does this combination allow Eight to dart between targets, it's an excellent way to strike a distant enemy inflicted with Breaksight or Killsight. Once you've acquired the recommended skills, use earned AP to enhance your preferred stances, then unlock Eight's remaining abilities.

Combat Tips: Eight

Eight has impressive speed and strength, good Defense, and a diverse arsenal of abilities. Phantom Rush is particularly valuable during tough battles, but a fully upgraded Lightspeed Jab is great for dealing with scattered enemies. These two abilities make a formidable combination, but don't underestimate the usefulness of Eight's various stances.

Swiftwind Stance, Wildfire Stance, and Quickbolt Stance each have their own unique moves and combinations, so it's worth taking the time to master all of them.



Swiftwind Stance Attacks

Command	Attack
Ability button	Eight performs a stepping jab followed by a flurry of quick punches. Hold the Ability button to extend the flurry. Attacking from behind the target grants a high chance of critical damage.
Left Analog Stick Up + Ability button	Eight slides forward to deliver a low kick. Attacking from behind the target grants a high chance of critical damage.
Left Analog Stick Down + Ability button	(Requires Swiftwind Special) Eight leaps up and drives his fist into the ground, creating a small shock wave.
Left Analog Stick Left/Right + Ability button	Eight performs a sweeping aerial kick. Attacking from behind the target grants a high chance of critical damage.

Wildfire Stance Attacks

Command	Attack
Ability button	Eight fires a slow-moving projectile of energy. Rapidly tap the Ability button to fire a steady stream of projectiles.
Left Analog Stick Up + Ability button	Eight crouches down and charges forward for a damaging attack. Attacking from behind the target grants a high chance of critical damage.
Left Analog Stick Down + Ability button	(Requires Wildfire Special) Eight slams his fists into the ground, summoning a pillar of fire.
Left Analog Stick Left/Right + Ability button	Eight performs a spinning handstand, resulting in a brief flurry of kicks. Attacking from behind the target grants a high chance of critical damage.

Quickbolt Stance Attacks

Command	Attack
Ability button	Eight leaps forward, performing two quick aerial kicks. Double tap and hold the Ability button to perform an extended flurry of kicks after Eight's initial attack. Attacking from behind the target grants a high chance of critical damage.
Left Analog Stick Up + Ability button	Eight launches himself forward with both legs extended. Double tap and hold the Ability button to perform an extended flurry of kicks after Eight's initial attack. Attacking from behind the target grants a high chance of critical damage.
Left Analog Stick Down + Ability button	(Requires Quickbolt Special) Eight drops to the ground and emits a shock wave capable of draining HP from nearby enemies. Hold the Ability button to meditate, regenerating HP at a rate of 7.5% of max HP per second.
Left Analog Stick Left/Right + Ability button	Eight performs a stepping palm strike. The hand Eight uses corresponds to the choice of Analog Stick Left/Right. Repeat a command for a two-hit combo, or alternate the commands for an extended series of palm strikes. Attacking from behind the target grants a high chance of critical damage.

Characters

Nine

Nine is a mid-range melee fighter with high HP and an impressive Defense rating.

Essential Details

Initial Status	
Level:	6
EXP:	7196
AP:	4
Accessories:	Bronze Bangle; Life Armlet
Weapon:	Lance
Commands:	Jump; Fire RF
Defense Command:	Block

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	7.8 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.8
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

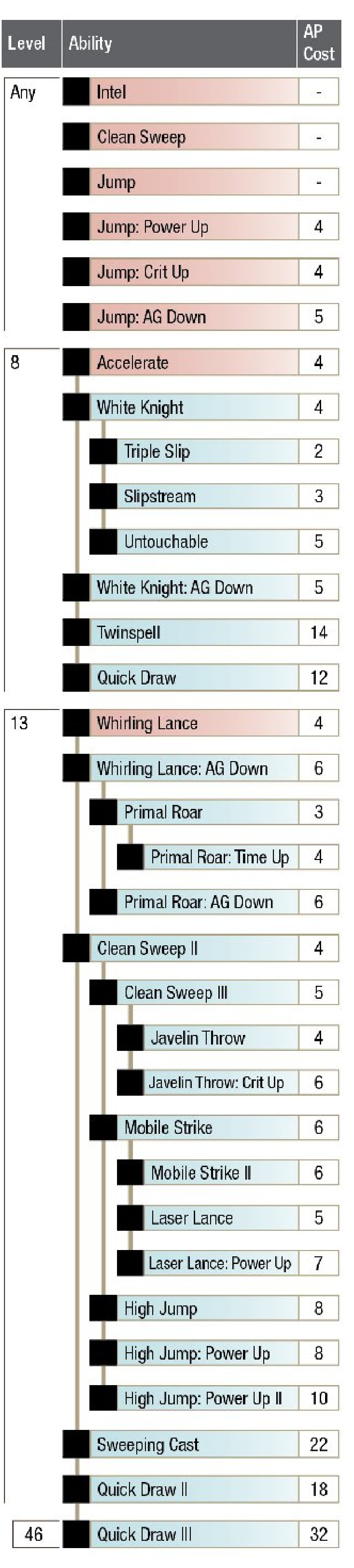
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
6	370	155	63	67	54	41	39	46
10	445	164	67	68	56	43	41	48
20	622	188	77	71	61	48	46	53
30	785	213	87	73	66	53	51	58
40	931	237	97	76	71	58	56	63
50	1062	261	107	78	76	63	61	68
60	1176	285	117	81	81	68	66	73
70	1276	310	127	83	86	73	71	78
80	1359	334	137	86	91	78	76	83
90	1427	358	147	88	96	83	81	88
99	1474	377	156	90	100	87	85	92
Class Zero Rank	1st	14th	7th	1st	8th	13th	14th	13th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Quick Draw	Cast finishing magic after certain normal attacks.
Clean Sweep	Deliver a wide-area attack with Left Analog Stick Down + normal attack.
Clean Sweep II	Increase number of hits for Clean Sweep.
Sweeping Cast	Cast finishing magic after certain wide-area attacks.
Clean Sweep III	Increase number of hits for Clean Sweep.
Mobile Strike	Attack while moving with Left Analog Stick Up + normal attack.
Mobile Strike II	Increase number of hits for Mobile Strike.
Jump	Leap towards enemies and strike.
Jump: Power Up	Increase power of Jump.
Jump: Crit Up	Increase critical hit rate of Jump.
Jump: AG Down	Reduce AG cost of Jump.
White Knight	Generate a safety zone that restores HP and prevents damage.
White Knight: AG Down	Reduce AG cost of White Knight.
Whirling Lance	Twirl spear to attack enemies.
Whirling Lance: AG Down	Reduce AG cost of Whirling Lance.
High Jump	Leap high into the air and deliver a powerful strike from above.
High Jump: Power Up	Increase power of High Jump.
High Jump: Power Up II	Further increase power of High Jump.
Javelin Throw	Launch spear to pierce and damage enemies.
Javelin Throw: Crit Up	Increase critical hit rate of Javelin Throw.
Laser Lance	Launch spear in a straight line to severely damage enemies.
Laser Lance: Power Up	Increase power of Laser Lance.
Primal Roar	Unleash a guttural roar to inflict enemies with Stop.
Primal Roar: Time Up	Primal Roar remains active for a longer time.
Primal Roar: AG Down	Reduce AG cost of Primal Roar.

Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Clean Sweep	-
	Jump	-
	Jump: Power Up	4
	Jump: Crit Up	4
	Jump: AG Down	5
8	Accelerate	4
	White Knight	4
	Triple Slip	2
	Slipstream	3
	Untouchable	5
	White Knight: AG Down	5
	Twinspell	14
	Quick Draw	12
13	Whirling Lance	4
	Whirling Lance: AG Down	6
	Primal Roar	3
	Primal Roar: Time Up	4
	Primal Roar: AG Down	6
	Clean Sweep II	4
	Clean Sweep III	5
	Javelin Throw	4
	Javelin Throw: Crit Up	6
	Mobile Strike	6
	Mobile Strike II	6
	Laser Lance	5
	Laser Lance: Power Up	7
	High Jump	8
	High Jump: Power Up	8
	High Jump: Power Up II	10
	Sweeping Cast	22
	Quick Draw II	18
46	Quick Draw III	32

Recommended Strategies

Nine uses his lance to deliver mid-range melee strikes with speed and precision. His normal attacks can be chained for some devastating combos, and abilities like Jump and Javelin Throw allow for occasional long-range attacks.

Level 37 Supersoldier
368
Heavy Lance
Jump
White Knight
Block
NINE Level 40
HP 817
MP 237
DEUCE
CATER

Nine has Class Zero's highest rating in max HP and Defense, so he can absorb a good deal of damage. He can also use his White Knight ability to create an impenetrable barrier that grants HP regeneration to him and any nearby allies.

When playing as Nine, it's usually best to rely on his normal attacks for basic combat. This not only deals reliable damage, it also ensures constant regeneration of his AG. Nine isn't a very effective spell caster, so it's often best to forego magic in favor of one of his more practical command abilities.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Jump: AG Down	—	5
Jump: Crit Up	—	4
Accelerate	8	4
White Knight	8	4
Triple Slip	8	2
Slipstream	8	3
Untouchable	8	5
White Knight: AG Down	8	5
Whirling Lance	13	4
Whirling Lance: AG Down	13	6
Clean Sweep II	13	4
Clean Sweep III	13	5

Nine has some interesting abilities, but it's best to focus on his core abilities early in the game. Upgrade his Jump right away, then use earned AG to unlock all of his evasion-based abilities. Once that's done, look to unlock commands that will increase Nine's versatility on the battlefield.

Imperial Trooper
Stop them!
Level 37 Imperial Trooper
1553
649
Heavy Lance
Jump
White Knight
Block
NINE Level 40
HP 780
MP 237
DEUCE
CATER

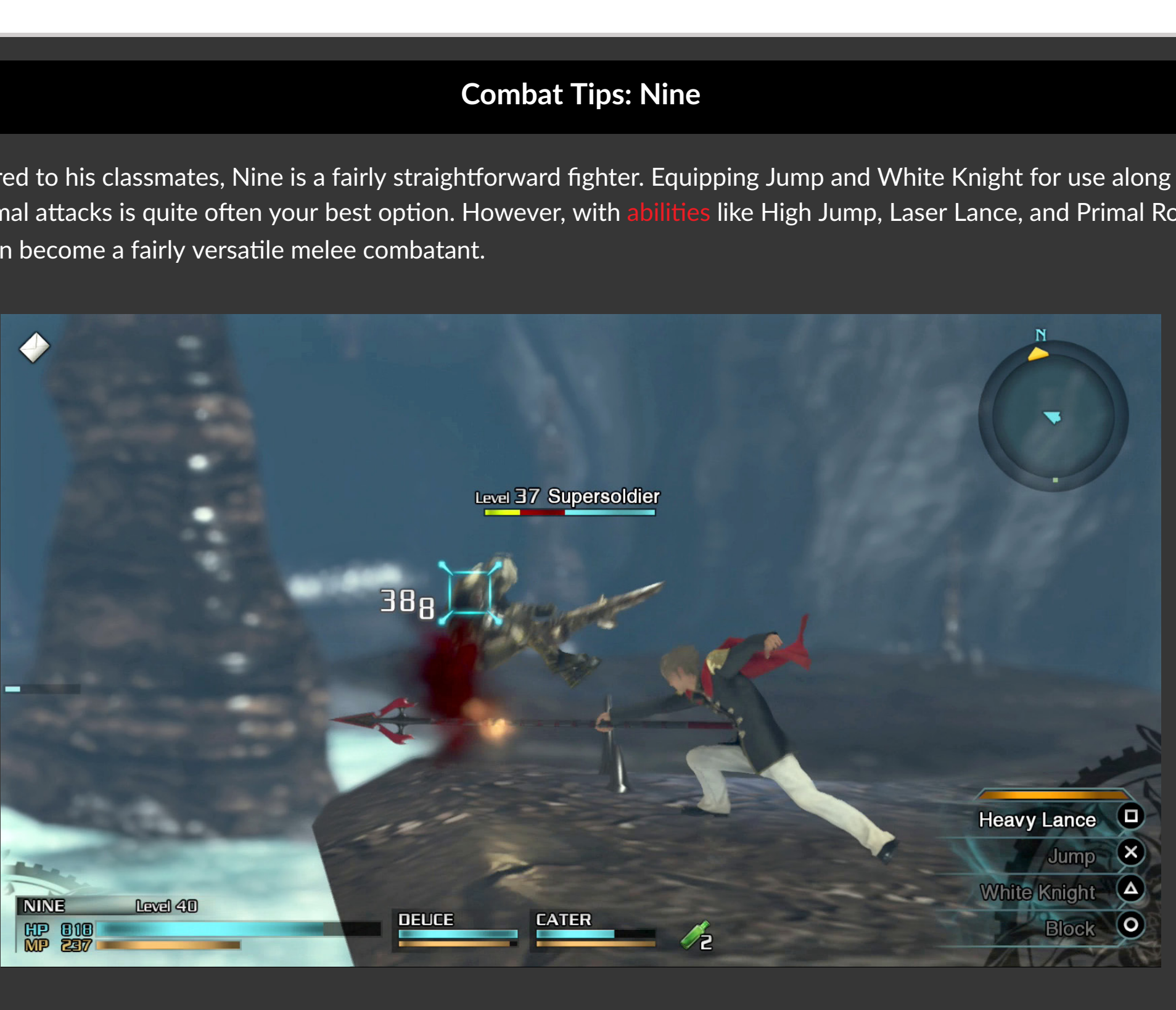
Nine's Jump ability offers a nice balance of speed and range, so Jump: AG Down and Jump: Crit Up make for good early investments. Along with his normal attacks, an upgraded Jump will help maximize Nine's damage output during his first several levels.

Unlock Accelerate to increase Nine's movement speed, then acquire Nine's White Knight ability. White Knight: AG Down is a great investment, but spend available AP on the rest of his evasion-based abilities before you unlock it.

Purchase Whirling Lance and Whirling Lance: AG Down to give Nine a viable option for area damage, then unlock Clean Sweep II and Clean Sweep III. By this point, Nine should be well suited for virtually any mission. Simply unlock his remaining abilities and upgrades as AP becomes available.

Combat Tips: Nine

Compared to his classmates, Nine is a fairly straightforward fighter. Equipping Jump and White Knight for use along with his normal attacks is quite often your best option. However, with abilities like High Jump, Laser Lance, and Primal Roar, Nine can become a fairly versatile melee combatant.



Chain four of Nine's normal attacks to perform a devastating medium-range combo. There's a bit of a delay just after the third hit, but the final blow has a fairly good chance of knocking down weaker enemies.

Level 37 Imperial Trooper
Heavy Lance
Jump
White Knight
Block
NINE Level 40
HP 992
MP 237
DEUCE
CATER

Jump is one of Nine's default commands, and it's also one of his most useful abilities. It has good range, reasonable damage, and it can be upgraded to increase its power, crit rate, and AG efficiency. Nine's normal attacks will account for the bulk of his damage, but well-timed Jump attacks can be very effective in the heat of battle.

Deuce used Cure.
Level 37 Imperial Trooper
Heavy Lance
Jump
White Knight
Block
NINE Level 40
HP 1024
MP 237
DEUCE
CATER

When White Knight is equipped, hold the Ability button to summon a protective dome around Nine. This dome not only protects Nine and any nearby allies from incoming attacks, it grants steady HP regeneration. However, the dome will only remain until the button is released, or until Nine's AG is depleted.

Javelin Throw and Laser Lance allow Nine to attack from a distance, but he's at his best when he's fairly close to his target. This allows him to do consistent damage, and it increases his chances of scoring Breaksight and Killsight attacks.

Obtained Sepia Phantoma.
Recovered 8 MP.
Obtained White Phantoma.
Recovered 3 MP.
Level 37 Imperial Trooper
Heavy Lance
Jump
Whirling Lance
Block
NINE Level 40
HP 1024
MP 237
DEUCE
CATER

Characters

Jack

Jack is capable of delivering devastating melee strikes, and the bulk of his abilities are focused on increasing his potential damage.

Essential Details

Initial Status	
Level:	9
EXP:	9417
AP:	8
Accessories:	Bronze Bangle; Cupric Ring
Weapon:	Katana
Commands:	Reflex; Fire RF
Defense Command:	Block

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	2.1 meters per second
Flinch Resistance:	1
Knockdown Resistance:	× 0.8
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

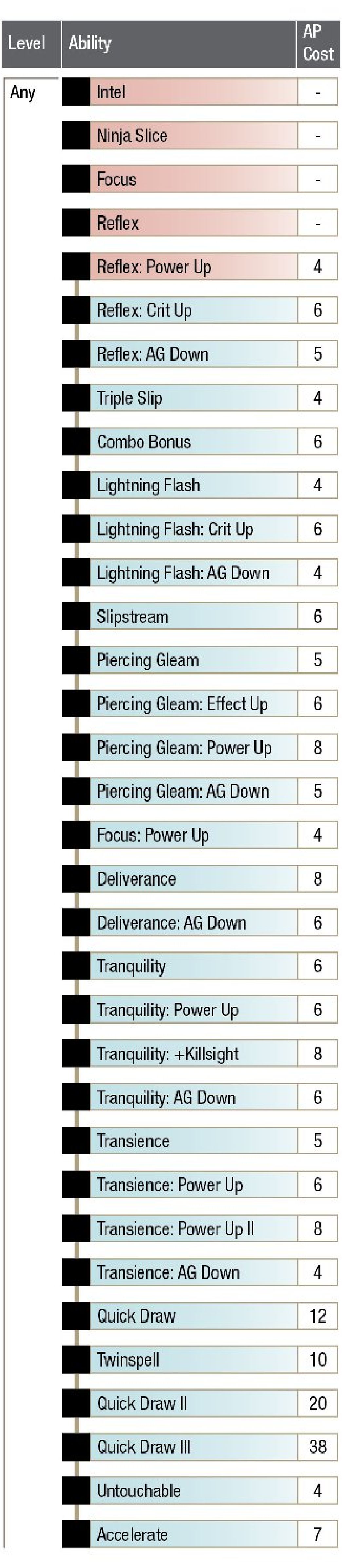
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
9	340	175	75	49	57	39	49	51
10	355	180	76	49	58	40	50	52
20	496	207	86	52	63	45	55	57
30	626	233	96	54	68	50	60	62
40	742	260	106	57	73	55	65	67
50	846	286	116	59	78	60	70	72
60	938	313	126	62	83	65	75	77
70	1017	340	136	64	88	70	80	82
80	1083	366	146	67	93	75	85	87
90	1137	393	156	69	98	80	90	92
99	1175	414	165	71	102	84	94	96
Class Zero Rank	9th	12th	1st	11th	5th	14th	8th	11th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Ninja Slice	Increase critical hit rate when attacking some enemies from the rear.
Quick Draw	Cast finishing magic after a normal attack.
Combo Bonus	Increase the number of hits in a normal attack.
Focus	Concentrate to temporarily increase Attack with Left Analog Stick Down + normal attack.
Focus: Power Up	Increase effect of Focus.
Reflex	Read enemies' attacks and deliver a mid-range counterslash.
Reflex: Power Up	Increase power of Reflex.
Reflex: Crit Up	Increase critical hit rate of Reflex.
Reflex: AG Down	Reduce AG cost of Reflex.
Transience	Consume user's HP to inflict heavy damage on enemies.
Transience: Power Up	Increase power of Transience.
Transience: Power Up II	Further increase power of Transience.
Transience: AG Down	Reduce AG cost of Transience.
Lightning Flash	Slash in rapid succession.
Lightning Flash: Crit Up	Increase critical hit rate of Lightning Flash.
Lightning Flash: AG Down	Reduce AG cost of Lightning Flash.
Deliverance	Rush at and attack enemies inflicted with Killsight.
Deliverance: AG Down	Reduce AG cost of Deliverance.
Piercing Gleam	Lower the enemy's Defense.
Piercing Gleam: Effect Up	Increase effect of Piercing Gleam.
Piercing Gleam: Power Up	Increase power of Piercing Gleam.
Piercing Gleam: AG Down	Reduce AG cost of Piercing Gleam.
Tranquility	Read enemies' attacks and deliver a devastating counterslash.
Tranquility: Power Up	Increase power of Tranquility.
Tranquility: +Killsight	Add Killsight effect to Tranquility.
Tranquility: AG Down	Reduce AG cost of Tranquility.

Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Ninja Slice	-
	Focus	-
	Reflex	-
	Reflex: Power Up	4
	Reflex: Crit Up	6
	Reflex: AG Down	5
	Triple Slip	4
	Combo Bonus	6
	Lightning Flash	4
	Lightning Flash: Crit Up	6
	Lightning Flash: AG Down	4
	Slipstream	6
	Piercing Gleam	5
	Piercing Gleam: Effect Up	6
	Piercing Gleam: Power Up	8
	Piercing Gleam: AG Down	5
	Focus: Power Up	4
	Deliverance	8
	Deliverance: AG Down	6
	Tranquility	6
	Tranquility: Power Up	6
	Tranquility: +Killsight	8
	Tranquility: AG Down	6
	Transience	5
	Transience: Power Up	6
	Transience: Power Up II	8
	Transience: AG Down	4
	Quick Draw	12
	Twinspell	10
	Quick Draw II	20
	Quick Draw III	38
	Untouchable	4
	Accelerate	7

Recommended Strategies

Jack has the highest Attack rating in Class Zero, and he's capable of dealing massive damage. He moves very slowly when his weapon is drawn, however, and he's often left vulnerable after he performs an attack. This makes it very important for Jack to make the most of each strike.

251
JACK Level 40
HP 816
MP 286
Protect
DEUCE
TREY
2
Katana
Piercing Gleam
Lightning Flash
Block

Jack's focus is on raw damage—he offers very little in terms of party support. Counterattacks like Reflex and Tranquility can be used to increase his survivability, but it's often best to equip skills that are likely to boost his potential damage over the course of a mission.

Ninja Slice increases Jack's critical hit rate when he attacks some enemies from the rear, and Focus allows him to temporarily increase his Attack power. When all else fails, however, Jack's normal attacks are able to do serious damage to virtually any target.

Unlocking Recommended Abilities

Ability	Anticipated Level	AP Cost
Triple Slip	14	4
Combo Bonus	15	6
Lightning Flash	17	4
Slipstream	21	6
Piercing Gleam	23	5
Focus: Power Up	30	4
Deliverance	32	8
Tranquility	36	6
Transience	46	5
Quick Draw	57	12
Quick Draw II	72	20
Quick Draw III	97	38
Untouchable	99	4
Accelerate	99	7

Jack's abilities have no level requirements, but they must be unlocked in order. This means you won't have access to specific commands early in the game without investing time into leveling Jack up. Although you have no control over how you spend your AP, there are some abilities that are worth using as soon as they become available.

South Street
Level 35 Imperial Trooper
JACK Level 40
HP 816
MP 286
DEUCE
TREY
2
Katana
Deliverance
Tranquility
Block

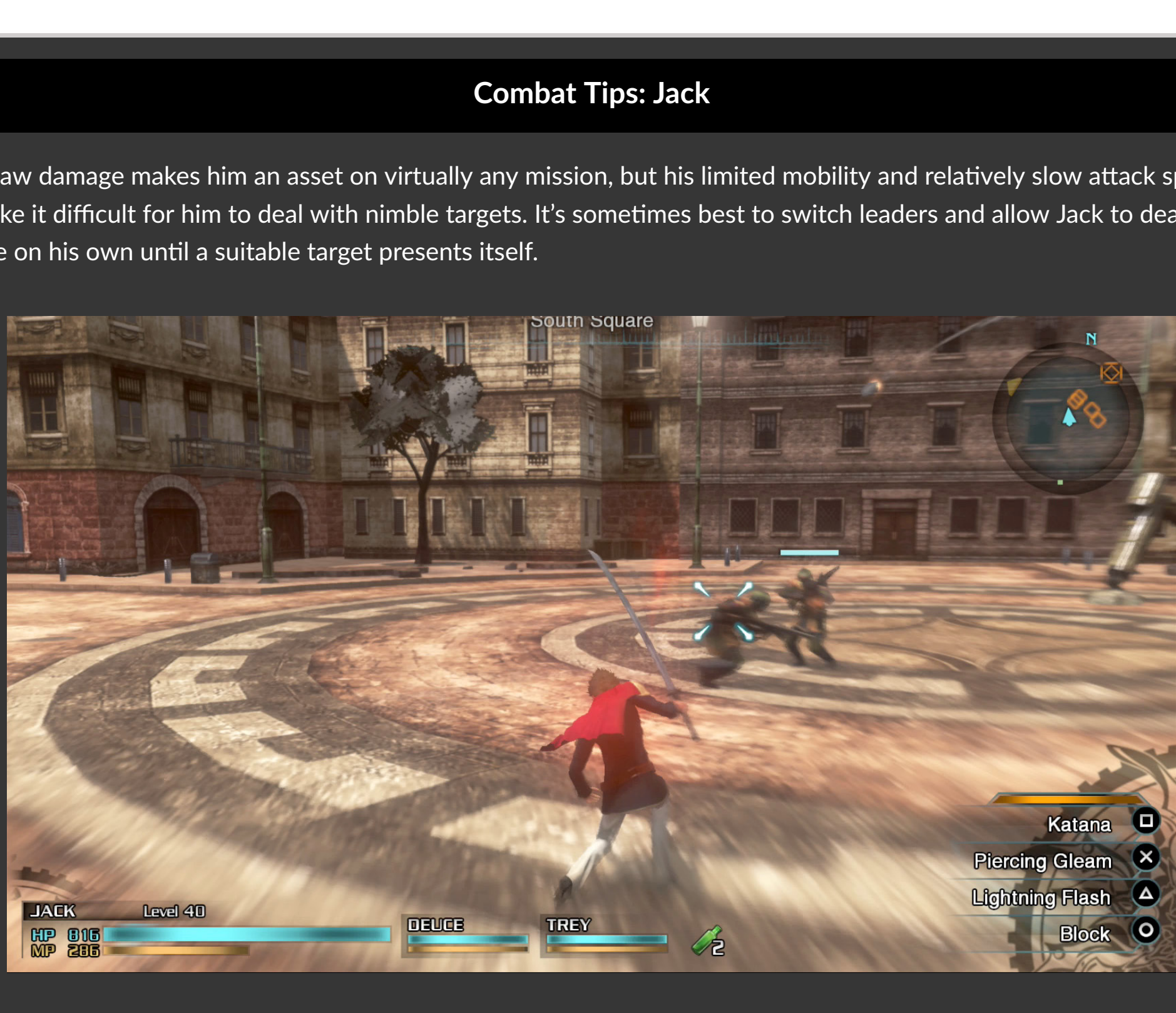
Jack has a very low movement speed—particularly when his weapon is drawn. Accelerate is the last skill to be unlocked, but Deliverance does give him some situational mobility. Use this command during a target's Killsight state to perform a long-range lunge attack. Lightning Flash is a good high-speed melee combo with a bit of forward movement. It's not suitable for moving between targets, but it can help him keep pace with an enemy that's likely to dodge away from a normal attack.

Piercing Gleam is the closest thing Jack has to a support ability. Equip it when you expect your party to face a particularly durable enemy. Transience is a high-risk move that consumes Jack's HP to inflict heavy damage. Tranquility is a devastating counterattack. It requires proper timing, but it allows Jack to deal massive damage to aggressive enemies.

Focus can be activated to temporarily increase Jack's Attack. The effect triggers fairly quickly, so remember to use it whenever you want to deal a little extra damage.

Combat Tips: Jack

Jack's raw damage makes him an asset on virtually any mission, but his limited mobility and relatively slow attack speed can make it difficult for him to deal with nimble targets. It's sometimes best to switch leaders and allow Jack to deal damage on his own until a suitable target presents itself.



You can stow Jack's weapon to increase his movement speed, but it leaves him particularly vulnerable to incoming damage. In most cases, it's best to simply dodge toward enemies—particularly once you've unlocked Slipstream.

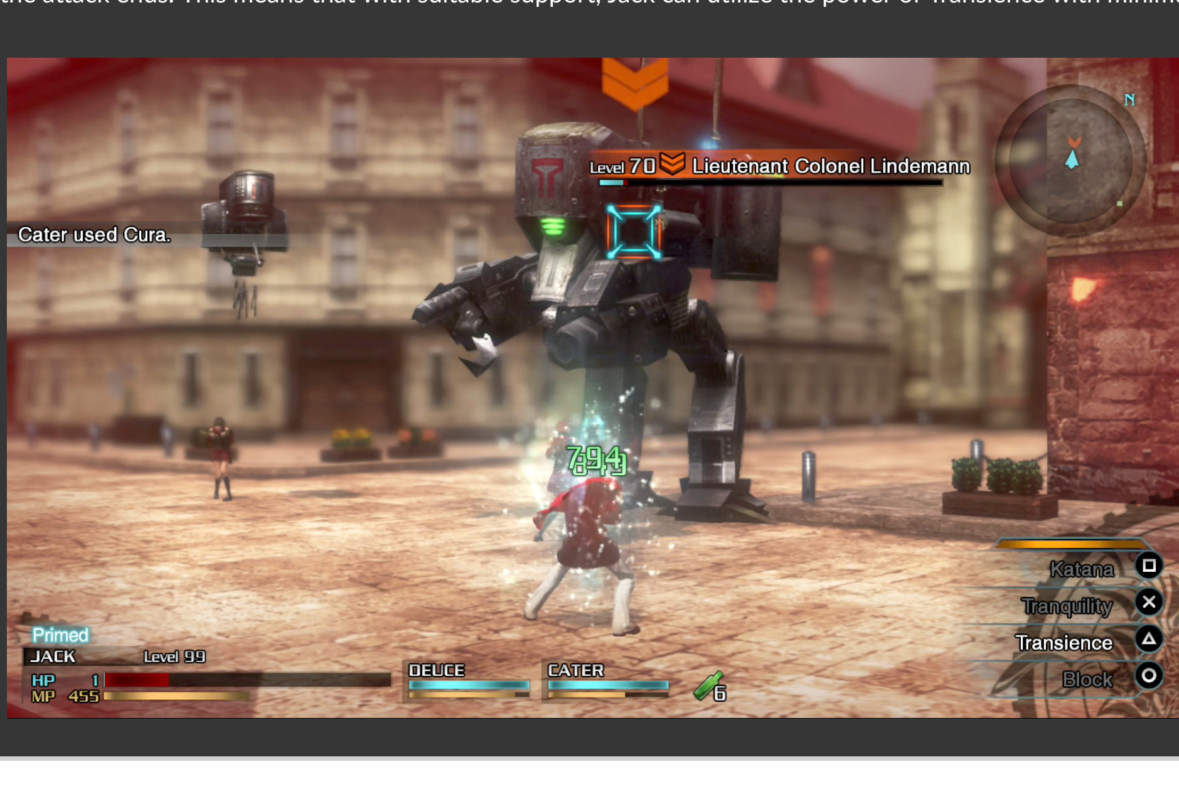
Level 35 Shock Trooper
5
JACK Level 40
HP 649
MP 286
DEUCE
TREY
2
Katana
Deliverance
Tranquility
Block

Jack's Combo Bonus ability increases the number of hits in a normal attack, but he's left vulnerable after each swing. If a normal attack misses, try to dodge the incoming counterattack and regroup for a second attempt.

Level 35 Striker
3225
JACK Level 40
HP 816
MP 286
DEUCE
TREY
2
Katana
Piercing Gleam
Lightning Flash
Block

Jack's Ninja Slice can make him very effective against distracted opponents, but don't put too much effort into trying to flank potential targets. It's often better to simply attack than to spend time adjusting Jack's position.

Jack's Transience ability sacrifices nearly all of his HP to deal massive damage over a large area. During this attack, however, Jack is immune to damage. If one or more party members is capable of healing him, they'll generally do so before the attack ends. This means that with suitable support, Jack can utilize the power of Transience with minimum risk.



Characters

Queen

Queen is a capable melee fighter with some excellent support abilities.

Essential Details

Initial Status	
Level:	7
EXP:	7523
AP:	5
Accessories:	Cupric Ring; Life Armlet
Weapon:	Longsword
Commands:	Divine Judgment; Thunder SHG
Defense Command:	Cure

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	7.8 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

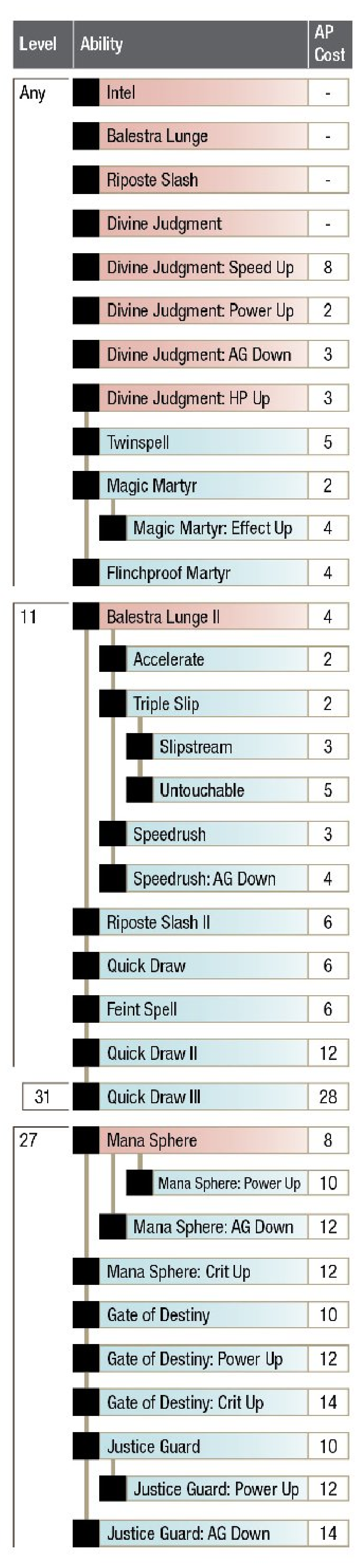
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
7	315	275	61	60	55	58	69	59
10	361	292	64	61	57	60	71	61
20	505	335	74	64	62	65	76	66
30	636	378	84	66	67	70	81	71
40	755	421	94	69	72	75	86	76
50	861	464	104	71	77	80	91	81
60	954	507	114	74	82	85	96	86
70	1034	550	124	76	87	90	101	91
80	1102	592	134	79	92	95	106	96
90	1157	635	144	81	97	100	111	101
99	1195	670	153	83	101	104	115	105
Class Zero Rank	8th	5th	9th	6th	7th	6th	2nd	4th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Quick Draw	Cast finishing magic after a normal attack.
Balestra Lunge	Rush toward enemies and attack with Left Analog Stick Up + normal attack.
Balestra Lunge II	Increase maximum number of hits in a Balestra Lunge.
Riposte Slash	Jump away from enemies and attack with Left Analog Stick Down + normal attack.
Riposte Slash II	Fire magic shots after a Riposte Slash by returning Left Analog Stick to center.
Feint Spell	Cast finishing magic after a Riposte Slash in some situations.
Divine Judgment	Conjure a cross-shaped light that heals allies by draining enemies' HP.
Divine Judgment: Speed Up	Increase revolution speed of Divine Judgment.
Divine Judgment: Power Up	Increase power of Divine Judgment.
Divine Judgment: HP Up	Increase amount of HP recovered with Divine Judgment.
Divine Judgment: AG Down	Reduce AG cost of Divine Judgment.
Magic Martyr	Expend HP instead of AG to generate an MP-restoring field.
Magic Martyr: Effect Up	Improve HP/MP exchange rate of Magic Martyr.
Flinchproof Martyr	Magic Martyr continues even after taking damage.
Speedrush	Approach targets at high speed.
Speedrush: AG Down	Reduce AG cost of Speedrush.
Mana Sphere	Fire energy orbs that fissure and damage enemies.
Mana Sphere: Power Up	Increase power of Mana Sphere.
Mana Sphere: Crit Up	Increase critical hit rate of Mana Sphere.
Mana Sphere: AG Down	Reduce AG cost of Mana Sphere.
Gate of Destiny	Expend HP instead of AG to generate a portal that damages enemies.
Gate of Destiny: Power Up	Increase power of Gate of Destiny.
Gate of Destiny: Crit Up	Increase critical hit rate of Gate of Destiny.
Justice Guard	Nullify and counter enemy attacks while occasionally inflicting Killsight.
Justice Guard: Power Up	Increase power of Justice Guard.
Justice Guard: AG Down	Reduce AG cost of Justice Guard.

Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Balestra Lunge	-
	Riposte Slash	-
	Divine Judgment	-
	Divine Judgment: Speed Up	8
	Divine Judgment: Power Up	2
	Divine Judgment: AG Down	3
	Divine Judgment: HP Up	3
	Twinspell	5
	Magic Martyr	2
	Magic Martyr: Effect Up	4
	Flinchproof Martyr	4
11	Balestra Lunge II	4
	Accelerate	2
	Triple Slip	2
	Slipstream	3
	Untouchable	5
	Speedrush	3
	Speedrush: AG Down	4
	Riposte Slash II	6
	Quick Draw	6
	Feint Spell	6
	Quick Draw II	12
31	Quick Draw III	28
27	Mana Sphere	8
	Mana Sphere: Power Up	10
	Mana Sphere: AG Down	12
	Mana Sphere: Crit Up	12
	Gate of Destiny	10
	Gate of Destiny: Power Up	12
	Gate of Destiny: Crit Up	14
	Justice Guard	10
	Justice Guard: Power Up	12
	Justice Guard: AG Down	14

Recommended Strategies

Queen is an excellent support character, but she's also a fairly capable close-combat fighter. She may lack the power and range offered by some other melee specialists, but she has good mobility and relatively fast combos.

Level 37 Imperial Trooper
1251
Primed
QUEEN Level 40
HP 577
MP 428
KING
MACHINA
Flamberge
Speedrush
Divine Judgment
Cure

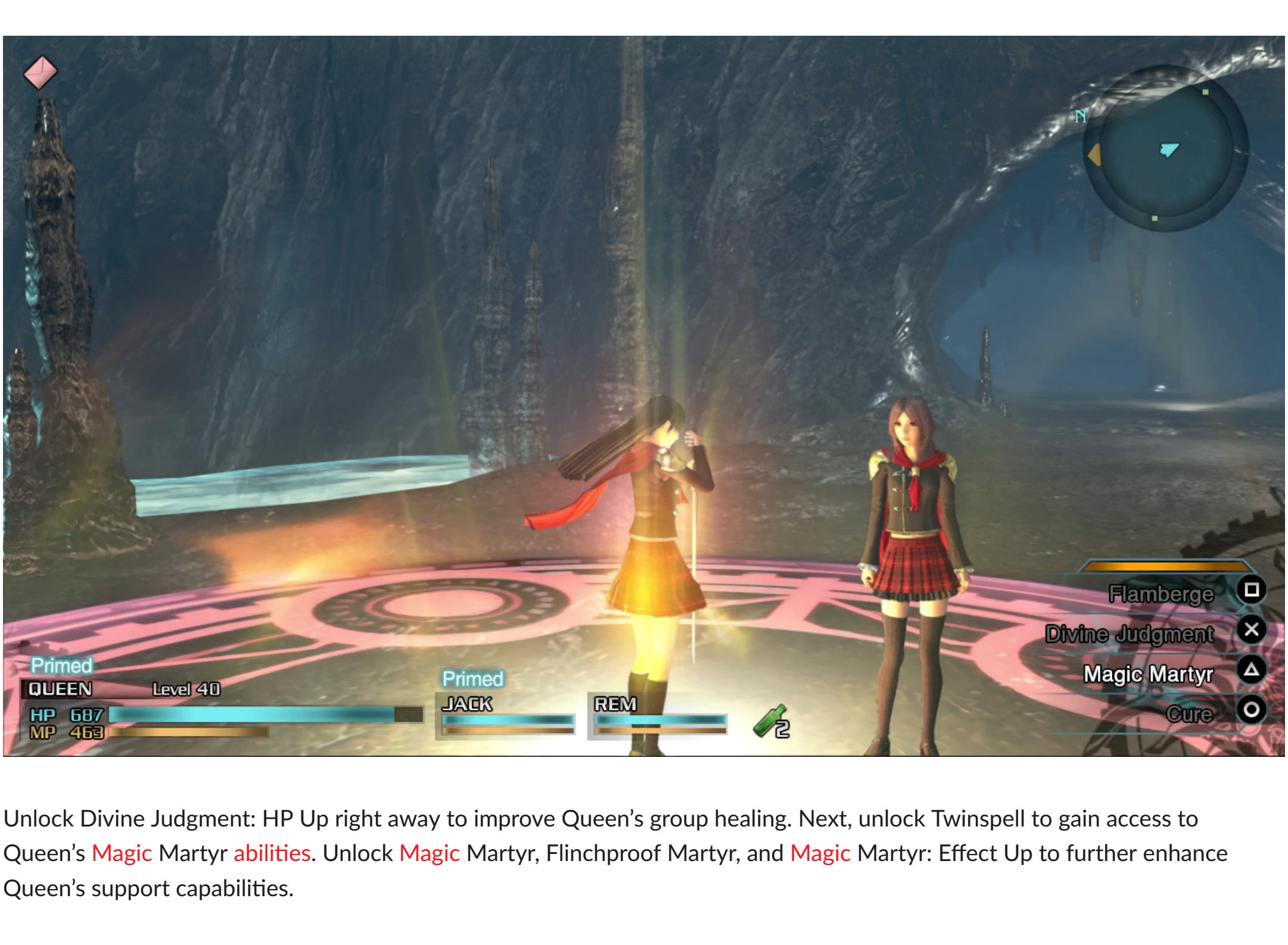
Equipped with abilities like Divine Judgment and Magic Martyr, Queen can focus almost entirely on supporting her allies. Speedrush and Mana Sphere can be equipped when party support is less of a concern. It's also worth noting that Queen is a proficient magic user, so equipping an offensive spell can also be useful. Before a mission, consider which role you'd like Queen to fill and choose the appropriate abilities.

Queen has a relatively low Attack rating, but adding finishing magic to her melee combos can help boost her potential damage.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Divine Judgment: HP Up	—	3
Twinspell	—	5
Magic Martyr	—	2
Flinchproof Martyr	—	4
Magic Martyr: Effect Up	—	4
Balestra Lunge II	11	4
Accelerate	11	2
Triple Slip	11	2
Slipstream	11	3
Untouchable	11	5
Riposte Slash II	11	6
Speedrush	11	3
Speedrush: AG Down	11	4
Quick Draw	11	6
Feint Spell	11	6
Quick Draw II	11	12

Queen is a great support character, so unlock and upgrade abilities that will benefit her allies. Her evasion-focused abilities can be unlocked fairly early in the game, so make sure you acquire all of them before investing AP in her offensive commands and damage-related upgrades.



Unlock Divine Judgment: HP Up right away to improve Queen's group healing. Next, unlock Twinspell to gain access to Queen's Magic Martyr abilities. Unlock Magic Martyr, Flinchproof Martyr, and Magic Martyr: Effect Up to further enhance Queen's support capabilities.

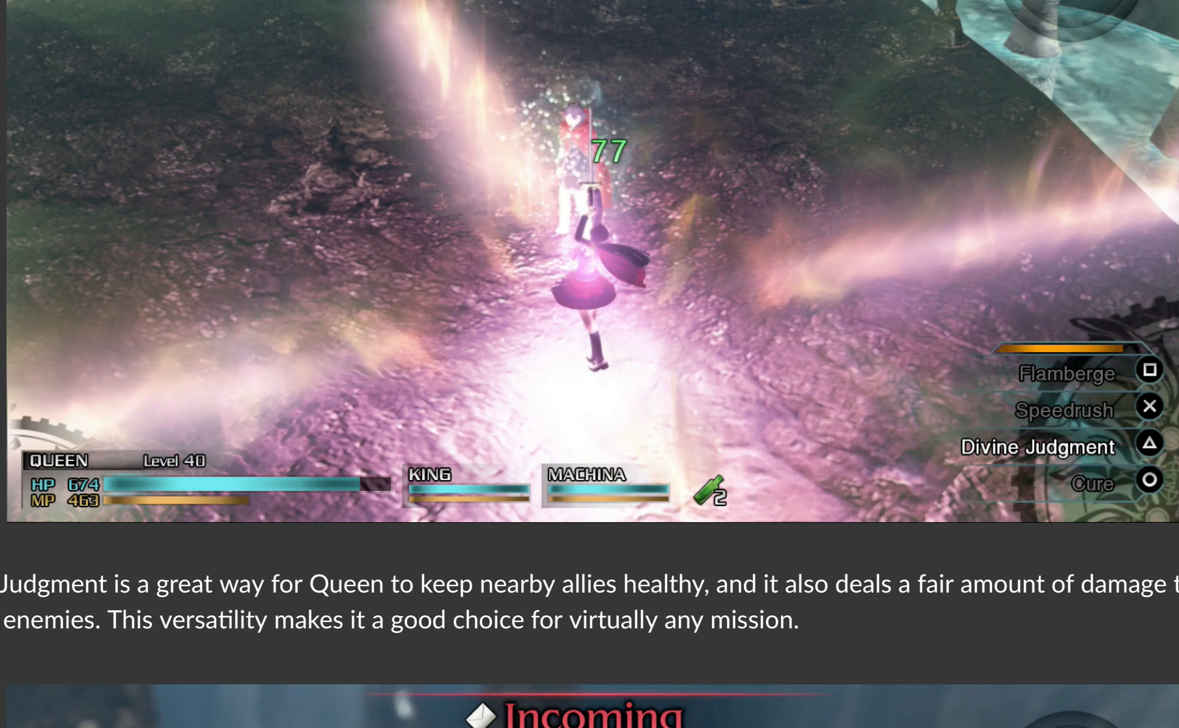
Balestra Lunge II is a prerequisite for many of Queen's essential abilities, so make sure you unlock it early in the game. Purchase Accelerate, Triple Slip, Slipstream, and Untouchable as AP becomes available.

Unlock Riposte Slash II to enhance another of Queen's core melee attacks, then purchase Speedrush and Speedrush: AG Down. Speedrush allows Queen to teleport directly to her target, which can be very helpful during hectic battles.

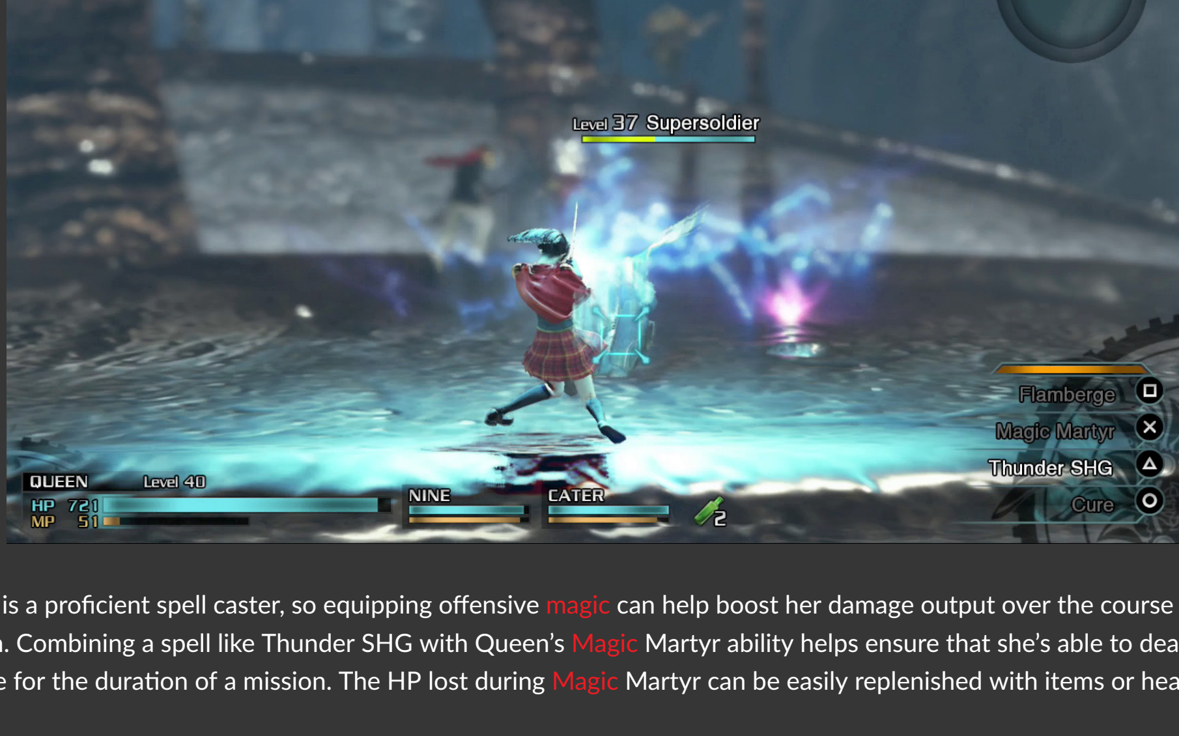
Purchase Quick Draw, Feint Spell, and Quick Draw II to increase Queen's damage output with finishing magic, then unlock her remaining abilities and upgrades as AP becomes available.

Combat Tips: Queen

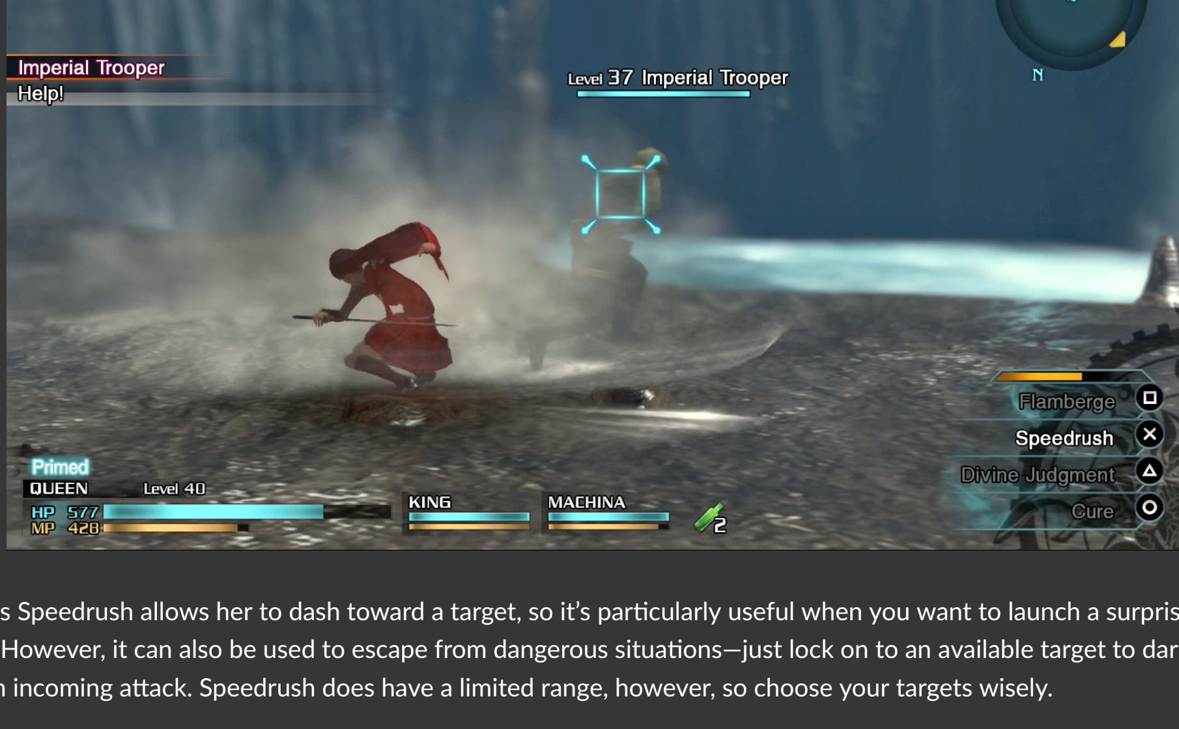
Queen is an excellent support character, but she's also a capable melee fighter. During battle, monitor your allies' status and use Queen's abilities to replenish your party's HP and MP as needed.



Divine Judgment is a great way for Queen to keep nearby allies healthy, and it also deals a fair amount of damage to nearby enemies. This versatility makes it a good choice for virtually any mission.

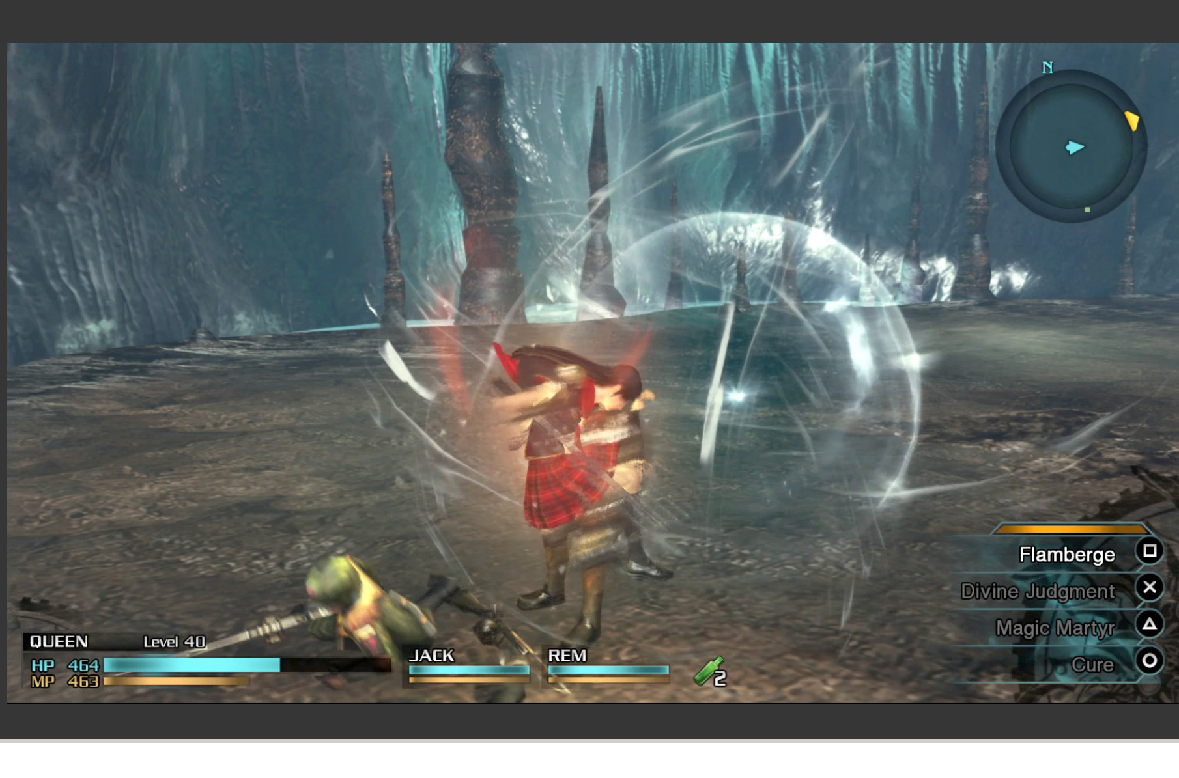


Queen is a proficient spell caster, so equipping offensive magic can help boost her damage output over the course of a mission. Combining a spell like Thunder SHG with Queen's Magic Martyr ability helps ensure that she's able to deal magic damage for the duration of a mission. The HP lost during Magic Martyr can be easily replenished with items or healing spells.



Queen's Speedrush allows her to dash toward a target, so it's particularly useful when you want to launch a surprise attack. However, it can also be used to escape from dangerous situations—just lock on to an available target to dart away from an incoming attack. Speedrush does have a limited range, however, so choose your targets wisely.

As a melee fighter, Queen specializes in quick, short-range combos. These combos become a bit more effective once you've unlocked and upgraded abilities that grant finishing magic. Still, it's often best to dodge clear of incoming attacks before Queen completes a combo. During hectic fights, try peppering enemies with quick strikes while keeping Queen healthy.



Characters

King

King uses twin revolvers to deal steady damage from long range.

Essential Details

Initial Status

Level:	10
EXP:	11873
AP:	10
Accessories:	Bronze Bangle; Gauntlets
Weapon:	Twin Revolvers
Commands:	Point-Blank Shot; Blizzard BOM
Defense Command:	Block

Basic Attributes

Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	6.9 meters per second
Flinch Resistance:	1
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

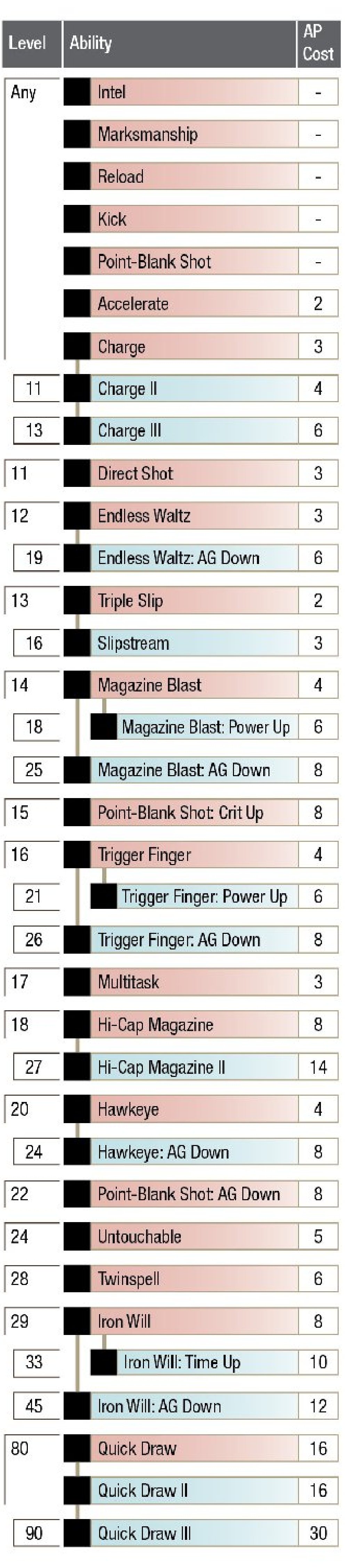
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
10	397	170	62	40	45	59	48	45
20	555	195	72	43	50	64	53	50
30	700	220	82	45	55	69	58	55
40	830	245	92	48	60	74	63	60
50	947	270	102	50	65	79	68	65
60	1049	295	112	53	70	84	73	70
70	1138	320	122	55	75	89	78	75
80	1212	345	132	58	80	94	83	80
90	1272	370	142	60	85	99	88	85
99	1315	390	151	62	89	103	92	89
Class Zero Rank	5th	13th	10th	14th	14th	7th	10th	14th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Marksmanship	Deal more damage when closer to enemy, but less damage in bad weather.
Reload	Reload by pressing Left Analog Stick Down + normal attack.
Multitask	Enable user to fire weapon while reloading.
Kick	Perform a melee attack with Left Analog Stick Up + normal attack.
Direct Shot	Fire a special shot after melee attacks.
Quick Draw	Cast a finishing spell after melee attacks.
Hi-Cap Magazine	Increase magazine capacity from 12 to 18 rounds.
Hi-Cap Magazine II	Increase magazine capacity from 18 to 24 rounds.
Point-Blank Shot	Inflict tremendous damage on nearby enemies.
Charge I	Increase attack power of Point-Blank Shot by holding down button.
Charge II	Increase charge level of Point-Blank Shot.
Charge III	Max out charge level of Point-Blank Shot.
Point-Blank Shot: Crit Up	Increase critical hit rate of Point-Blank Shot.
Point-Blank Shot: AG Down	Reduce AG cost of Point-Blank Shot.
Magazine Blast	Launch and fire at an ammo cartridge to make it explode.
Magazine Blast: Power Up	Increase power of Magazine Blast.
Magazine Blast: AG Down	Reduce AG cost of Magazine Blast.
Endless Waltz	Fire continuously with both guns.
Endless Waltz: AG Down	Reduce AG cost of Endless Waltz.
Trigger Finger	Draw gun quickly to counter enemy attacks.
Trigger Finger: Power Up	Increase power of Trigger Finger when guns are holstered.
Trigger Finger: AG Down	Reduce AG cost of Trigger Finger.
Hawkeye	Aim and fire at distant enemies.
Hawkeye: AG Down	Reduce AG cost of Hawkeye.
Iron Will	Prevent user from being KO'd.
Iron Will: Time Up	Aura effect of Iron Will remains active for a longer time.
Iron Will: AG Down	Reduce AG cost of Iron Will.

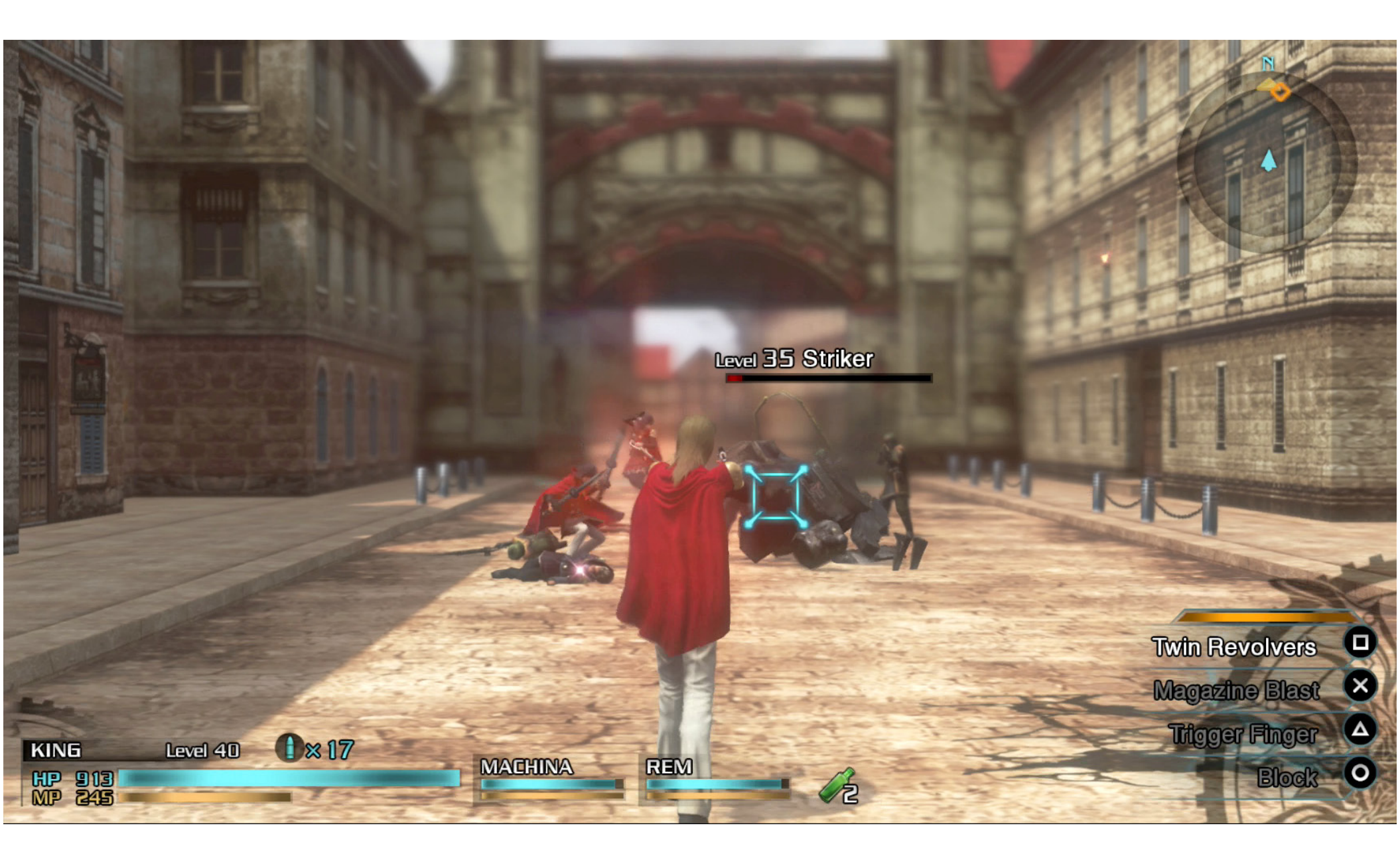
Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Marksmanship	-
	Reload	-
	Kick	-
	Point-Blank Shot	-
	Accelerate	2
	Charge	3
11	Charge II	4
13	Charge III	6
11	Direct Shot	3
12	Endless Waltz	3
19	Endless Waltz: AG Down	6
13	Triple Slip	2
16	Slipstream	3
14	Magazine Blast	4
18	Magazine Blast: Power Up	6
25	Magazine Blast: AG Down	8
15	Point-Blank Shot: Crit Up	8
16	Trigger Finger	4
21	Trigger Finger: Power Up	6
26	Trigger Finger: AG Down	8
17	Multitask	3
18	Hi-Cap Magazine	8
27	Hi-Cap Magazine II	14
20	Hawkeye	4
24	Hawkeye: AG Down	8
22	Point-Blank Shot: AG Down	8
24	Untouchable	5
28	Twinspell	6
29	Iron Will	8
33	Iron Will: Time Up	10
45	Iron Will: AG Down	12
80	Quick Draw	16
	Quick Draw II	16
90	Quick Draw III	30

Recommended Strategies

King is most effective when he's attacking from a distance, peppering enemies with shots from his twin revolvers. His weapons require regular reloads, so it's important to keep track of his ammunition. He's not very skilled in close combat—and he's got the lowest Defense rating in Class Zero—but with abilities like Point Blank-Shot, Magazine Blast, and Trigger Finger, he does have a few options for dealing with particularly aggressive enemies.



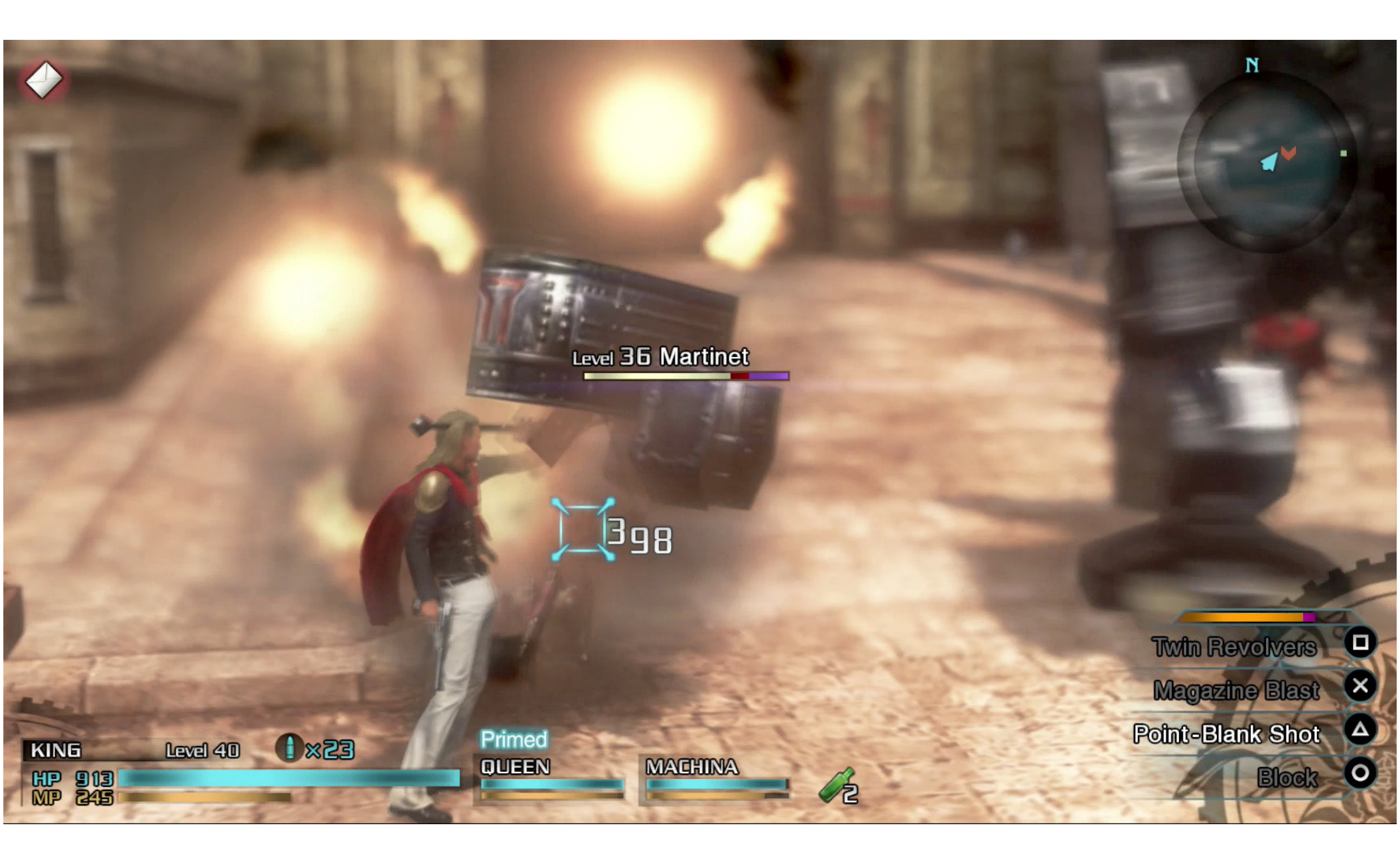
King's normal attack range is roughly the same as the range of his lock-on ability. However, the damage he does is affected by his distance from an acquired target. The farther away he is, the less damage King does. Weather conditions can also affect his range and damage potential, but the defensive benefits of long-range combat generally outweigh any loss in damage output.

King doesn't offer much in the way of party support, so he's free to focus on raw damage. A constant stream of normal attacks is often the best way he can help his allies in battle.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Accelerate	—	2
Direct Shot	11	3
Triple Slip	13	2
Magazine Blast	14	4
Slipstream	16	3
Trigger Finger	16	4
Multitask	17	3
Hi-Cap Magazine	18	8
Magazine Blast: Power Up	18	6
Hawkeye	20	4
Trigger Finger: Power Up	21	6
Untouchable	24	5
Hawkeye: AG Down	24	8
Magazine Blast: AG Down	25	8
Trigger Finger: AG Down	26	8
Hi-Cap Magazine II	27	14

Due to minimum level requirements, it takes some time to upgrade King's most useful abilities. Plan ahead to make sure you've acquired prerequisite skills and saved sufficient AP to unlock desired abilities as soon as they're available.



Unlock Accelerate, then unlock Direct Shot to improve King's performance in close combat. This increases the chance of a critical attack after King uses his Kick ability to deliver a melee strike. Purchase Triple Slip, Slipstream, and Untouchable as they become available.

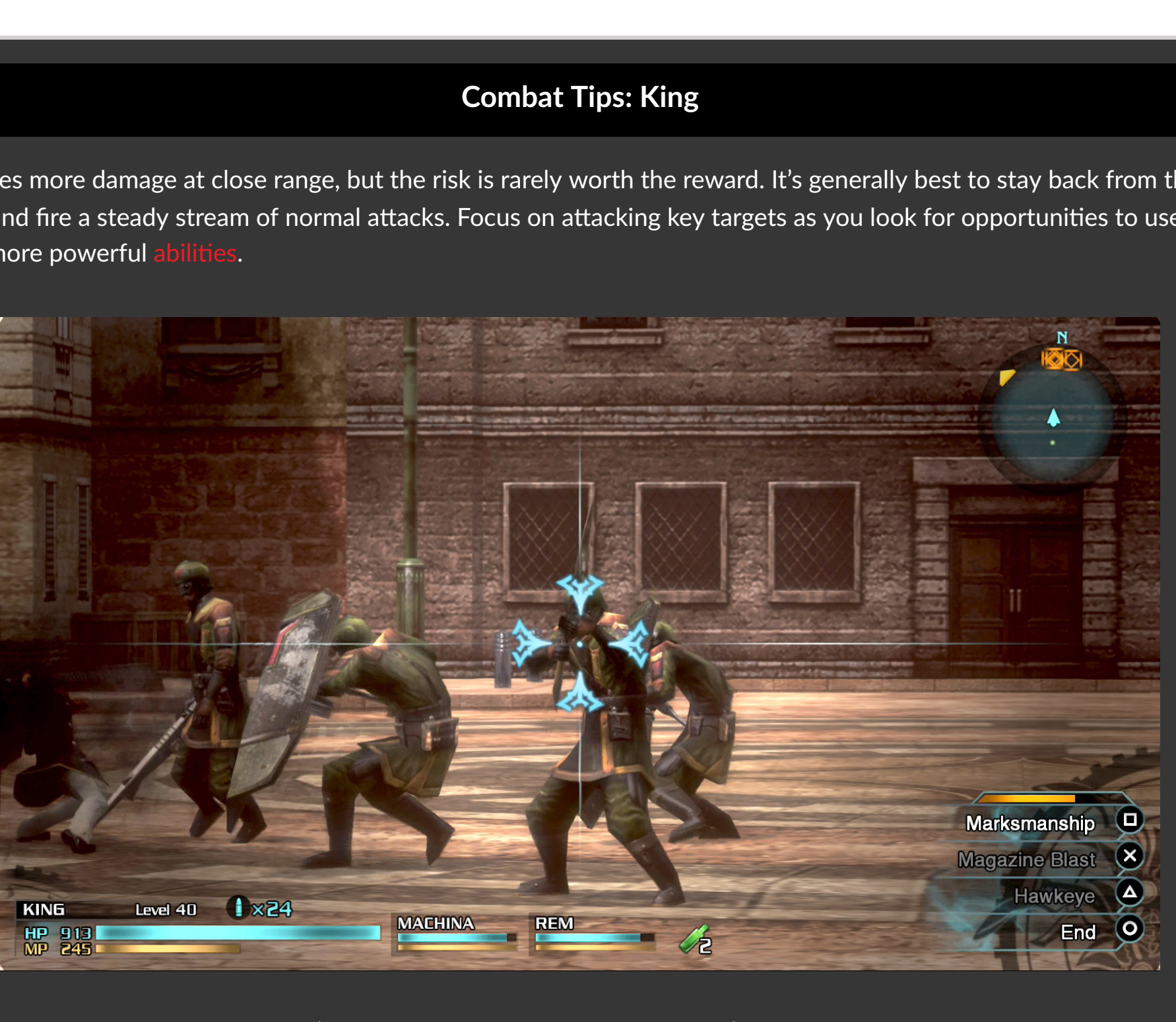
Magazine Blast becomes available at Level 14. Magazine Blast: Power Up becomes available at Level 18, and Magazine Blast: AG Down can be purchased at Level 25. These combined abilities provide a surprisingly versatile short- to mid-range area attack, so unlock each of them as King meets the minimum level and AP requirements.

Multitask allows King to fire a couple shots during reloads, while Hi-Cap Magazine and High-Cap Magazine II increase the ammo capacity of his weapons. Since King's normal attacks will account for the bulk of his damage, each of these abilities should be unlocked as they become available.

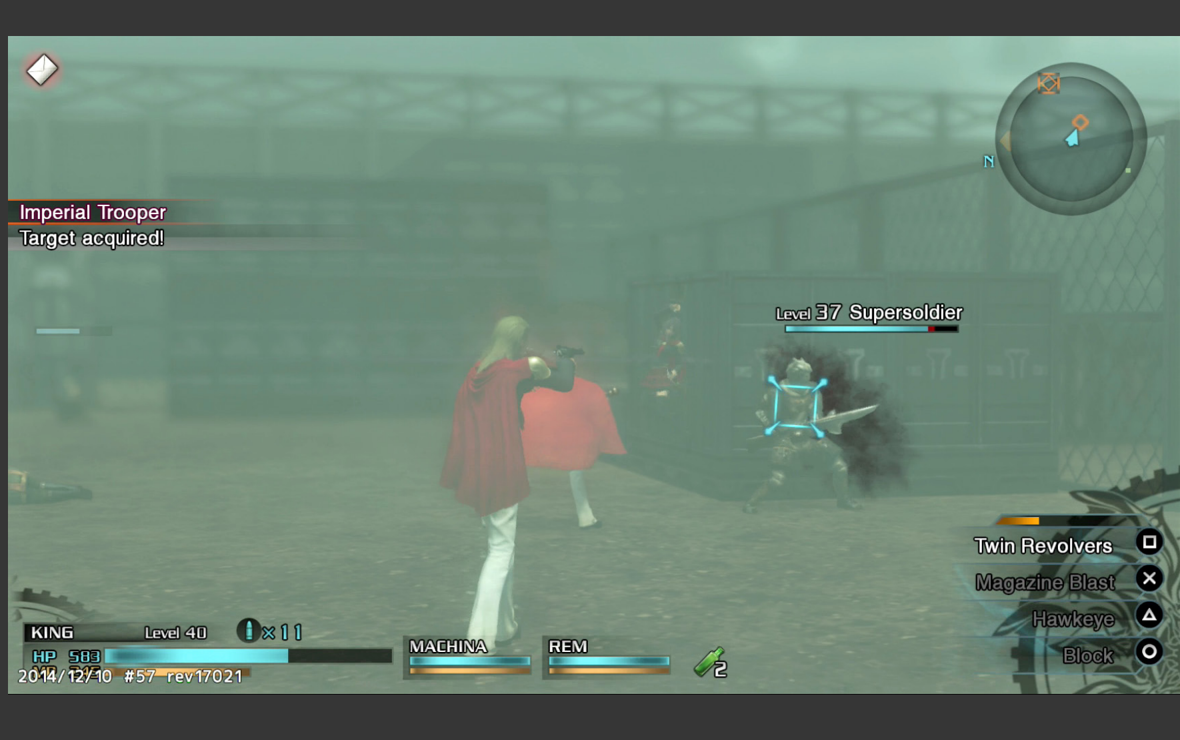
Trigger Finger is a powerful counterattack, and Hawkeye allows King to fire effective shots from great distances. Along with Magazine Blast, these two abilities will give King some great command options. Purchase the related upgrades as they become available, then use earned AP to unlock the rest of King's abilities.

Combat Tips: King

King does more damage at close range, but the risk is rarely worth the reward. It's generally best to stay back from the action and fire a steady stream of normal attacks. Focus on attacking key targets as you look for opportunities to use King's more powerful abilities.



Compared to his classmates, King isn't a particularly effective magic user. It's usually best to forgo offensive magic, reserving King's limited MP for defensive purposes. Magazine Blast and Hawkeye make a useful combination for nearly any mission.

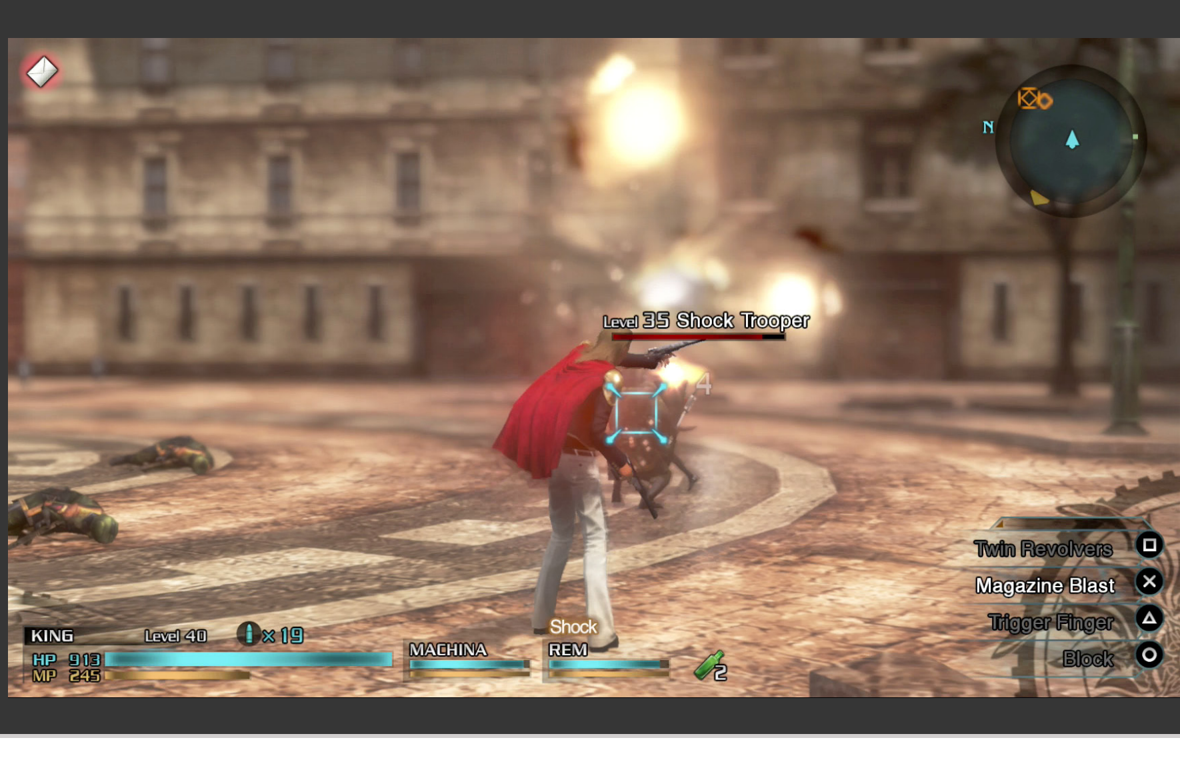


Weather conditions that lower King's lock-on range will also limit his attack range. King's distance from a target will always affect his damage, but snow and rain will reduce the damage of his normal attacks at any range. Accessories that prevent the effects of weather don't change this adjustment. Weather conditions don't affect the damage of Point-Blank Shot, Hawkeye, or Magazine Blast.

Twin Revolvers
Magazine Blast
Point-Blank Shot
Block
KING Level 40 ×6
HP 913
MP 245
QUEEN
MACHINA

Even once you've unlocked Multitask, King is fairly vulnerable while he's reloading his weapons. During particularly hectic battles, take care to monitor King's ammunition and try to perform manual reloads in relatively safe areas.

When Magazine Blast is equipped, press the Ability button to have King toss a few spare magazines. Press the button again to have King shoot all of the magazines, causing them to explode. The timing of your second button press will determine the range of the attack and the spread of the resulting explosions. King requires three bullets to detonate the magazines, so make sure his weapons have sufficient ammo before you start the attack.



Characters

Machina

Machina is a skilled melee fighter with excellent survivability, and his aptitude for magic makes him a fairly versatile damage dealer.

Essential Details

Initial Status	
Level:	10
EXP:	11198
AP:	10
Accessories:	Fulgur Primus, Vol. I; Bronze Bangle
Weapon:	Bolt Rapiers
Commands:	Cyclone Drive; Thunder SHG
Defense Command:	Cure

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	6.6 meters per second
Flinch Resistance:	1
Knockdown Resistance:	× 0.84
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

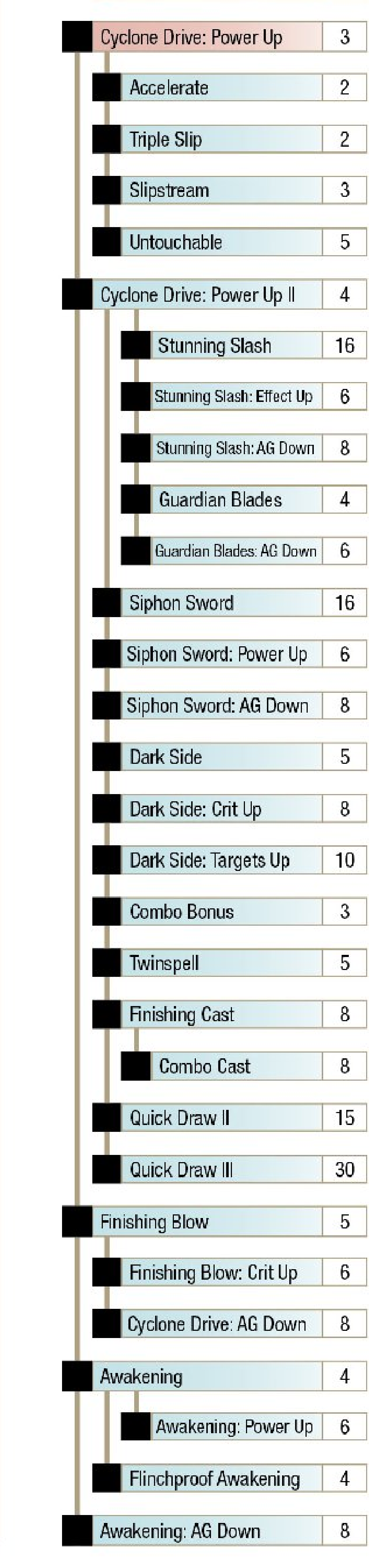
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
10	433	302	73	64	61	63	62	58
20	606	347	83	67	66	68	67	63
30	764	391	93	69	71	73	72	68
40	906	436	103	72	76	78	77	73
50	1033	480	113	74	81	83	82	78
60	1144	525	123	77	86	88	87	83
70	1241	570	133	79	91	93	92	88
80	1322	614	143	82	96	98	97	93
90	1388	659	153	84	101	103	102	98
99	1435	694	162	86	105	107	106	102
Class Zero Rank	2nd	4th	3rd	3rd	2nd	4th	3rd	7th

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Finishing Cast	Cast finishing magic after a normal attack.
Combo Cast	Cast finishing magic after certain normal attacks.
Combo Bonus	Increase number of hits for normal attacks.
Cyclone Drive	Continue damaging enemies until user runs out of AG.
Cyclone Drive: Power Up	Increase power of Cyclone Drive.
Cyclone Drive: Power Up II	Further increase power of Cyclone Drive.
Finishing Blow	Add finishing kick to Cyclone Drive.
Finishing Blow: Crit Up	Increase critical hit rate of Cyclone Drive's finishing kick.
Cyclone Drive: AG Down	Reduce AG cost of Cyclone Drive.
Awakening	Restore all HP and turn all normal attacks into Furious Blades until user takes damage.
Awakening: Power Up	Increase power of Furious Blades.
Flinchproof Awakening	Awakening continues even after taking damage.
Awakening: AG Down	Reduce AG cost of Awakening.
Stunning Slash	Strike with a high chance of inflicting Stun.
Stunning Slash: Effect Up	Increase stun rate of Stunning Slash.
Stunning Slash: AG Down	Reduce AG cost of Stunning Slash.
Guardian Blades	Summon spinning swords that simultaneously attack and defend.
Guardian Blades: AG Down	Reduce AG cost of Guardian Blades.
Siphon Sword	Attack enemies and drain HP.
Siphon Sword: Power Up	Increase power of Siphon Sword.
Siphon Sword: AG Down	Reduce AG cost of Siphon Sword.
Dark Side	Pierce multiple enemies in succession to drain HP and possibly inflict Stun.
Dark Side: Crit Up	Increase critical hit rate of Dark Side.
Dark Side: Targets Up	Increase number of targets for Dark Side.

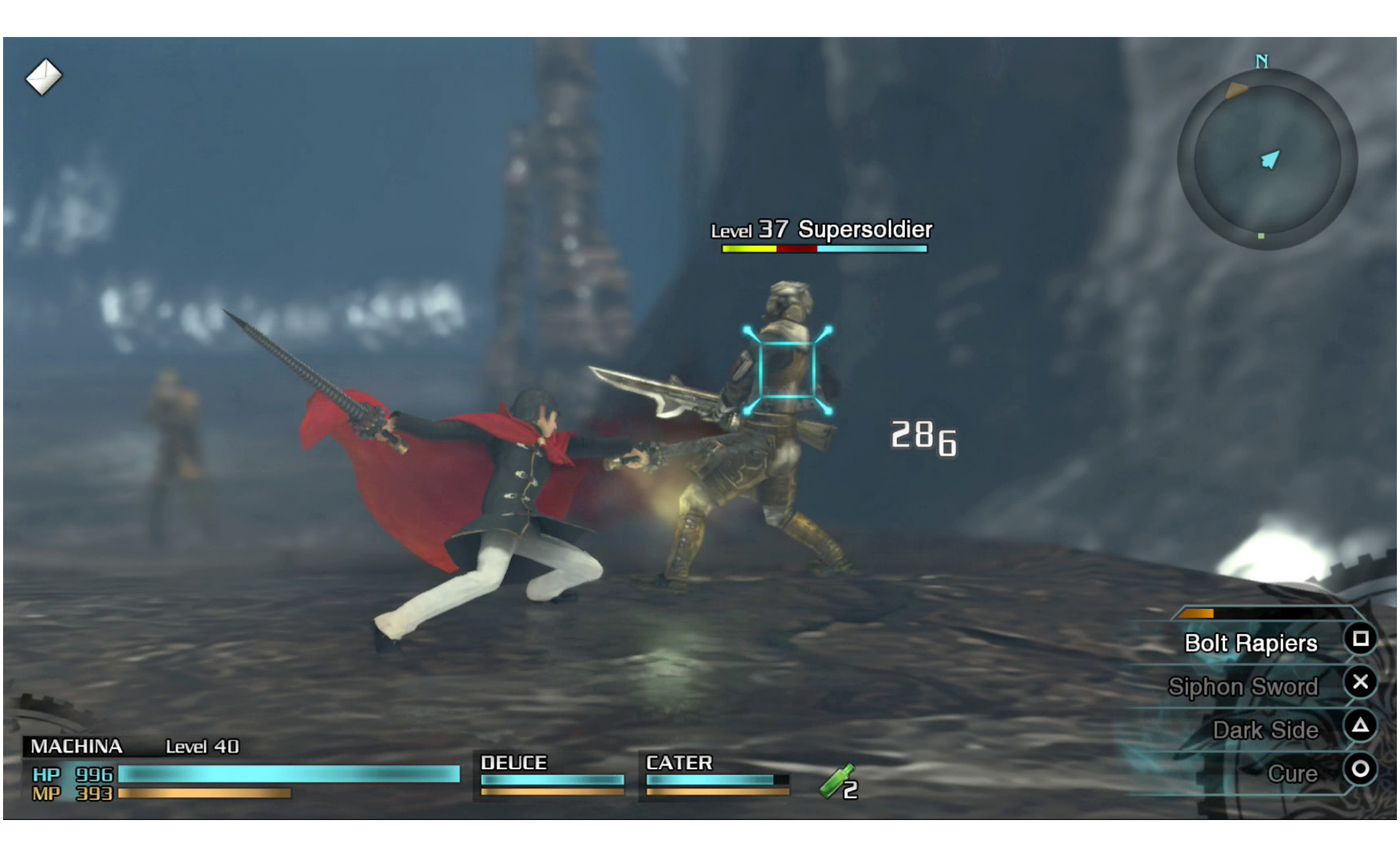
Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Cyclone Drive	-
	Cyclone Drive: Power Up	3
	Accelerate	2
	Triple Slip	2
	Slipstream	3
	Untouchable	5
	Cyclone Drive: Power Up II	4
	Stunning Slash	16
	Stunning Slash: Effect Up	6
	Stunning Slash: AG Down	8
	Guardian Blades	4
	Guardian Blades: AG Down	6
	Siphon Sword	16
	Siphon Sword: Power Up	6
	Siphon Sword: AG Down	8
	Dark Side	5
	Dark Side: Crit Up	8
	Dark Side: Targets Up	10
	Combo Bonus	3
	Twinspell	5
	Finishing Cast	8
	Combo Cast	8
	Quick Draw II	15
	Quick Draw III	30
	Finishing Blow	5
	Finishing Blow: Crit Up	6
	Cyclone Drive: AG Down	8
	Awakening	4
	Awakening: Power Up	6
	Flinchproof Awakening	4
	Awakening: AG Down	8

Recommended Strategies

When it comes to core stats, Machina ranks near the top of Class Zero. He's a short-range melee fighter, but he's also a talented magic user, and his Dark Side ability offers an excellent option for long-range attacks. He's not particularly fast, however, so his fighting style favors precision over raw aggression.



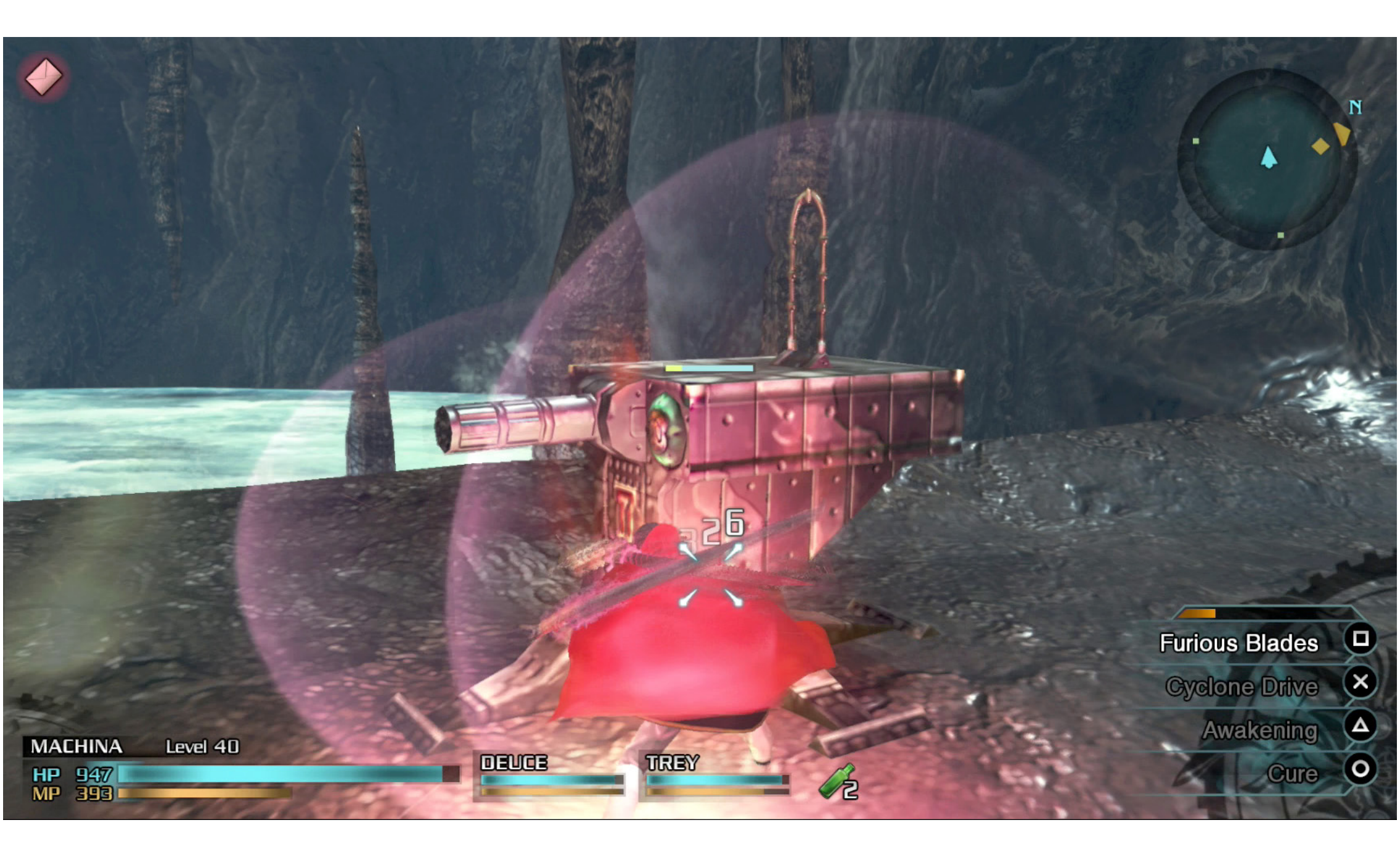
Machina possesses multiple abilities that allow him to quickly regain HP in the heat of battle. He doesn't offer much in the way of party support, but some of his techniques have a fair chance of inflicting their targets with Stun. Machina's normal attacks regenerate AG fairly quickly, allowing for frequent use of his more powerful abilities.

It's usually best to equip Machina with a long-range attack and at least one ability capable of recovering HP. Most of his damage is likely to come from well-placed normal attacks, but his more powerful command abilities can devastate incapacitated targets.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Cyclone Drive: Power Up	—	3
Accelerate	—	2
Triple Slip	—	2
Slipstream	—	3
Untouchable	—	5
Cyclone Drive: Power Up II	—	4
Finishing Blow	—	5
Siphon Sword	—	16
Siphon Sword: Power Up	—	6
Siphon Sword: AG Down	—	8
Dark Side	—	5
Dark Side: Crit Up	—	8
Dark Side: Targets Up	—	10
Combo Bonus	—	3
Awakening	—	4
Flinchproof Awakening	—	4
Awakening: AG Down	—	8
Awakening: Power Up	—	6

Machina's abilities have no level requirements, but most of them only become available once prerequisite abilities have been unlocked. The faster Machina earns AP, the earlier he can obtain specific abilities.



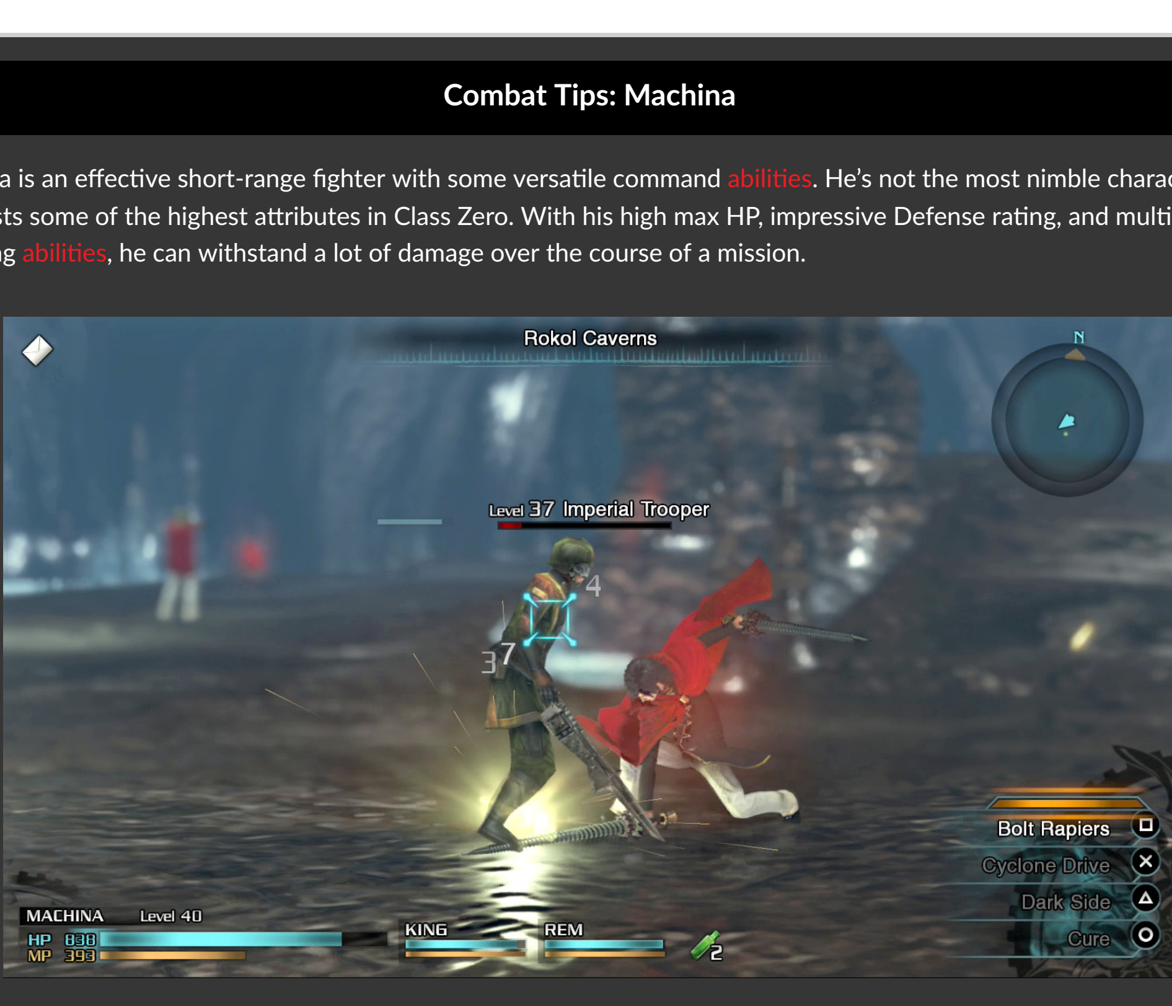
Unlock Cyclone Drive: Power Up, then invest AP in all of Machina's evasion-focused abilities. Once you've acquired Untouchable, unlock Cyclone Drive: Power Up II.

Unlock Siphon Sword and both of its upgrades. This short-range attack heals Machina as it damages enemies. As AP becomes available, purchase Dark Side and both of its upgrades. This command also heals Machina as it damages enemies, but it has a very long range.

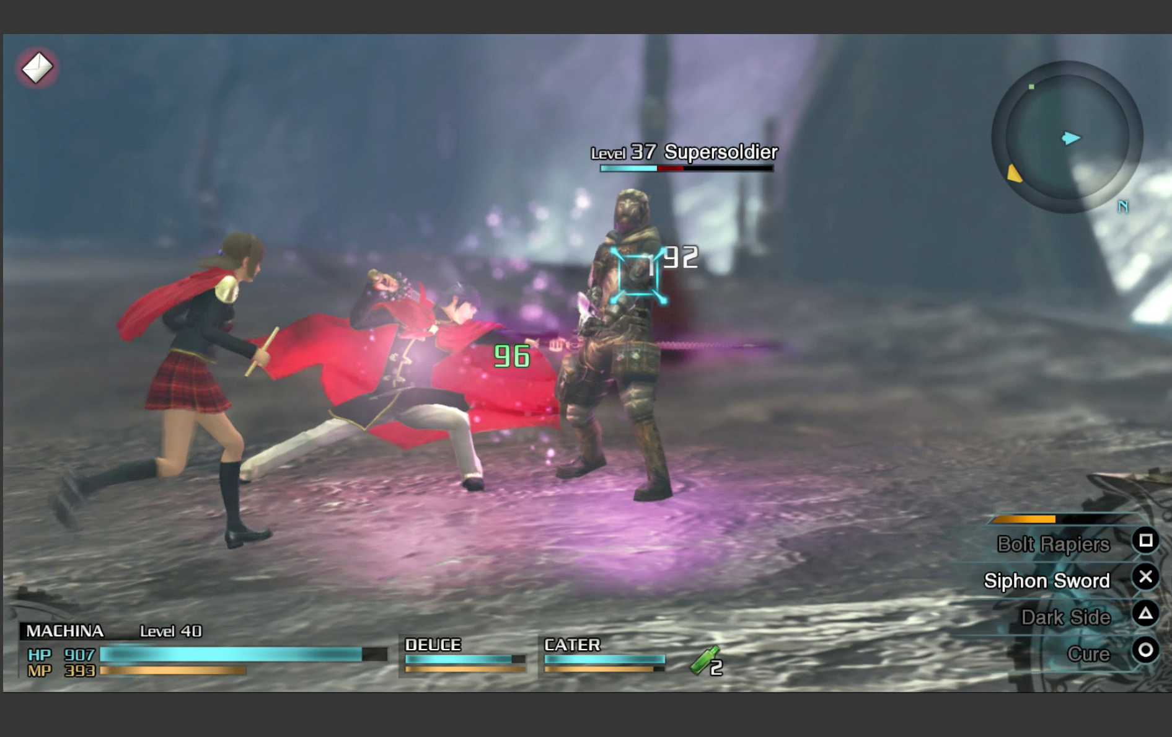
Unlock Combo Bonus to extend his normal attacks, then purchase Finishing Blow. This ability adds a melee strike to the end of Cyclone Drive, but it's also a prerequisite skill for Awakening. Purchase Awakening and all three of its upgrades, then unlock Machina's remaining abilities as AP becomes available.

Combat Tips: Machina

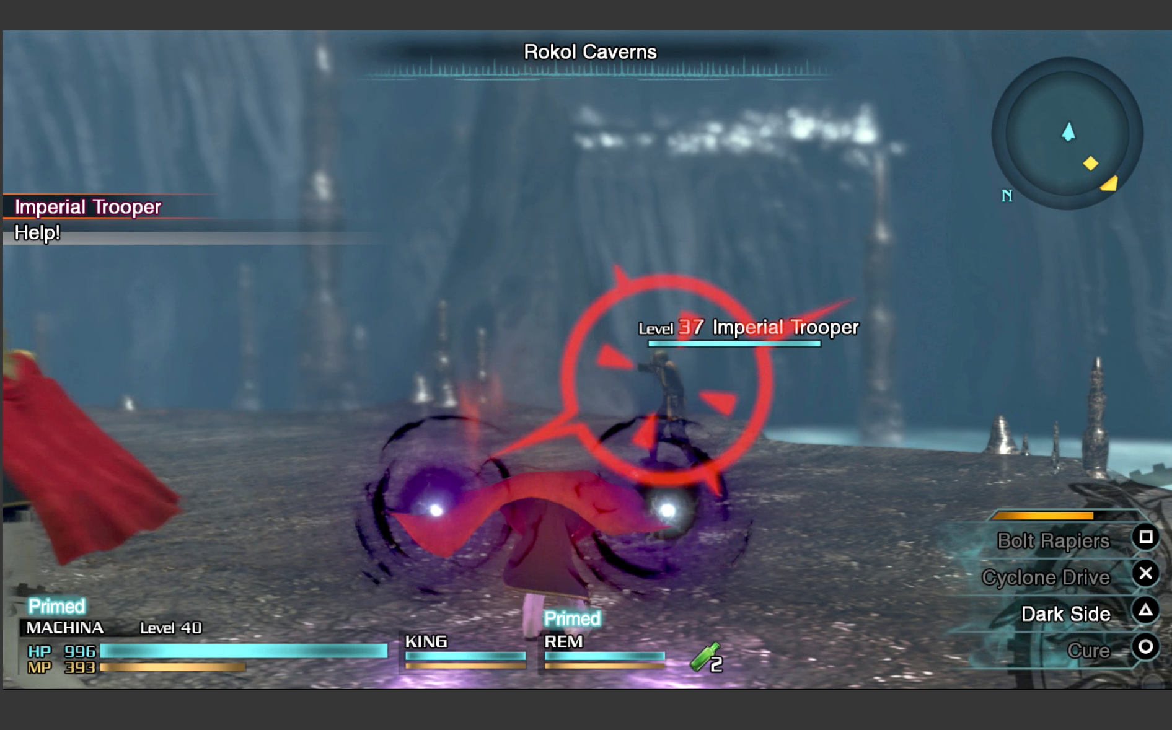
Machina is an effective short-range fighter with some versatile command abilities. He's not the most nimble character, but he boasts some of the highest attributes in Class Zero. With his high max HP, impressive Defense rating, and multiple HP-restoring abilities, he can withstand a lot of damage over the course of a mission.



Most of Machina's attacks will only hit enemies that are directly in front of him. Use the Lock-On feature to ensure that Machina is facing a target when he begins each attack. Machina's combat style can also make it difficult for him to damage multiple opponents with a single strike. It's often better to dodge between attacks than to try and lure multiple enemies into Machina's attack range.

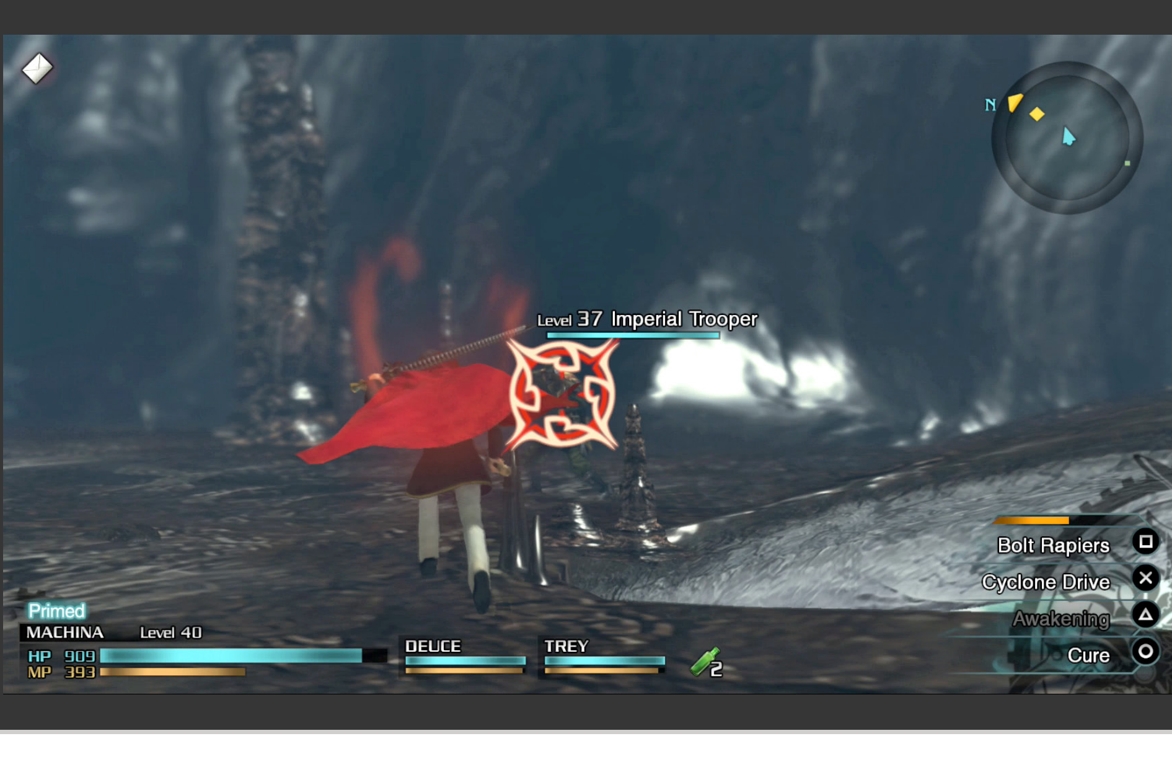


In addition to healing magic, Machina has multiple abilities that can restore his HP. Siphon Sword and Dark Side both drain HP from their targets, and Awakening restores all of Machina's HP when it's activated. Consider equipping one of these command abilities whenever Machina participates in a mission.



Machina is at his best in close combat, but it's usually wise to equip some type of long-range attack. With its ability to drain HP, Dark Side is an excellent option. However, Machina has very high ratings in Max MP and most types of magic, so an appropriate offensive spell can be very effective on the battlefield.

Skills like Stunning Slash and Dark Side have a chance to inflict enemies with Stun. This makes it easier to land Killsight attacks, but it's also much easier for Machina to utilize his more powerful attacks when the intended target is stunned.



Characters

Rem

Rem uses her daggers to deliver high-speed melee strikes, but she's also a first-rate magic user with a variety of MP-restoring abilities.

Essential Details

Initial Status	
Level:	9
EXP:	9377
AP:	8
Accessories:	Cupric Ring; Gauntlets
Weapon:	Daggers
Commands:	Fira RF; Thundara SHG
Defense Command:	Curaga

Basic Attributes	
Movement Speed—Weapon Stowed:	7.8 meters per second
Movement Speed—Weapon Drawn:	7.8 meters per second
Flinch Resistance:	0
Knockdown Resistance:	× 0.92
Knockback Resistance:	× 1.0

Stats and Abilities

Growth by Level

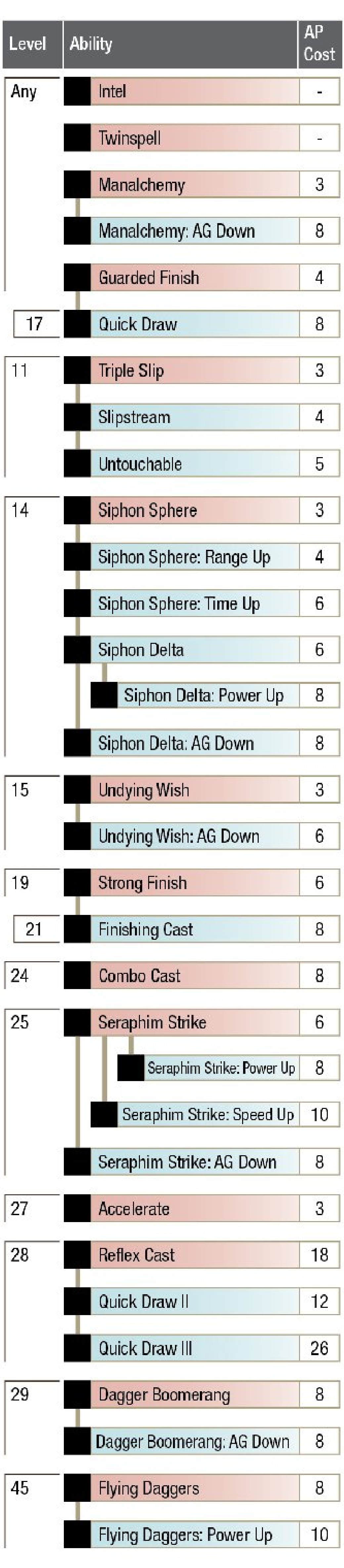
Level	Max HP	Max MP	Attack	Defense	Fire Magic	Ice Magic	Lightning Magic	Defense Magic
9	322	546	64	51	64	66	71	70
10	337	563	65	51	65	67	72	71
20	471	645	75	54	70	72	77	76
30	594	728	85	56	75	77	82	81
40	704	811	95	59	80	82	87	86
50	803	894	105	61	85	87	92	91
60	890	977	115	64	90	92	97	96
70	965	1060	125	66	95	97	102	101
80	1028	1142	135	69	100	102	107	106
90	1080	1225	145	71	105	107	112	111
99	1116	1291	154	73	109	111	116	115
Class Zero Rank	10th	1st	8th	9th	1st	1st	1st	1st

These numbers do not reflect stat bonuses granted by accessories or weapons.

Available Abilities

Ability	Effect
Accelerate	Increase movement speed.
Twinspell	Equip two spells at once.
Quick Draw II	Cast level II finishing magic.
Quick Draw III	Cast level III finishing magic.
Triple Slip	Execute up to three dodges in succession.
Slipstream	Execute any number of dodges in succession.
Untouchable	Window for dodging increases.
Intel	Check status of locked-on targets.
Guarded Finish	Perform a defensive finishing blow after normal attacks with Left Analog Stick Down + normal attack.
Quick Draw	Cast finishing magic after a Guarded Finish.
Strong Finish	Perform a powerful finishing blow after normal attacks with Left Analog Stick Up + normal attack.
Finishing Cast	Cast finishing magic after a Strong Finish.
Combo Cast	Cast finishing magic after a normal attack.
Reflex Cast	Cast finishing magic after a first attack.
Siphon Sphere	Fire MP-draining energy orbs that can hit multiple times.
Siphon Sphere: Range Up	Increase range of Siphon Sphere.
Siphon Sphere: Time Up	Siphon Sphere remains active for a longer time.
Manalchemy	Expend AG to restore MP to user and allies.
Manalchemy: AG Down	Reduce AG cost of Manalchemy.
Undying Wish	Grant Reraise to all allies for a brief period of time.
Undying Wish: AG Down	Reduce AG cost of Undying Wish.
Seraphim Strike	Summon magical energy to deliver a powerful strike from above.
Seraphim Strike: Power Up	Increase power of Seraphim Strike.
Seraphim Strike: Speed Up	Increase firing speed of Seraphim Strike.
Seraphim Strike: AG Down	Reduce AG cost of Seraphim Strike.
Siphon Delta	Generate a field that absorbs MP.
Siphon Delta: Power Up	Increase power of Siphon Delta.
Siphon Delta: AG Down	Reduce AG cost of Siphon Delta.
Dagger Boomerang	Launch daggers to damage enemies.
Dagger Boomerang: AG Down	Reduce AG cost of Dagger Boomerang.
Flying Daggers	Launch daggers for a short-ranged but powerful attack.
Flying Daggers: Power Up	Increase power of Flying Daggers.

Unlocking Abilities: Required Conditions



Level	Ability	AP Cost
Any	Intel	-
	Twinspell	-
	Manalchemy	3
	Manalchemy: AG Down	8
	Guarded Finish	4
17	Quick Draw	8
11	Triple Slip	3
	Slipstream	4
	Untouchable	5
14	Siphon Sphere	3
	Siphon Sphere: Range Up	4
	Siphon Sphere: Time Up	6
	Siphon Delta	6
	Siphon Delta: Power Up	8
	Siphon Delta: AG Down	8
15	Undying Wish	3
	Undying Wish: AG Down	6
19	Strong Finish	6
21	Finishing Cast	8
24	Combo Cast	8
25	Seraphim Strike	6
	Seraphim Strike: Power Up	8
	Seraphim Strike: Speed Up	10
	Seraphim Strike: AG Down	8
27	Accelerate	3
28	Reflex Cast	18
	Quick Draw II	12
	Quick Draw III	26
29	Dagger Boomerang	8
	Dagger Boomerang: AG Down	8
45	Flying Daggers	8
	Flying Daggers: Power Up	10

Recommended Strategies

In Class Zero, Rem ranks highest in max MP and all categories of magic, but she's also an exceptionally nimble melee fighter. By combining her dagger strikes with offensive magic, Rem is capable of dealing significant damage.

Level 35 Nymurod
Primed
REM
Level 40
HP 677
MP 700
Shock
ACE
DEUCE
Daggers
Siphon Sphere
Thunder SHG
Cure

In close combat, Rem favors speed over power. Take full advantage of her evasive abilities to minimize the damage she suffers. She has several abilities that augment her melee combos, and her normal attacks are ideal for landing Killsight strikes.

Rem has multiple abilities that replenish her MP, so she's also capable of aggressive magic use. Siphon Sphere and Siphon Delta drain enemy MP as they deal damage. Manalchemy converts Rem's AG into MP for herself and her allies. Along with Undying Wish—an ability that temporarily grants Reraise to all allies—Rem can be a valuable member of any party.

Unlocking Recommended Abilities

Ability	Required Level	AP Cost
Manalchemy	—	3
Guarded Finish	—	4
Triple Slip	11	3
Slipstream	11	4
Untouchable	11	5
Siphon Sphere	14	3
Siphon Sphere: Range Up	14	4
Siphon Sphere: Time Up	14	6
Siphon Delta	14	6
Siphon Delta: AG Down	14	8
Undying Wish	15	3
Undying Wish: AG Down	15	6
Quick Draw	17	8
Strong Finish	19	6
Finishing Cast	21	8
Accelerate	27	3
Reflex Cast	28	18
Quick Draw II	28	12
Quick Draw III	28	26

Rem has a variety of useful skills. During her earlier levels, however, it's best to focus on abilities that replenish MP, improve her evasion, and enhance her melee combos. Proper AP investment will ensure that Rem offers true versatility on the battlefield.

Level 35 Nymurod
3 MP
REM
Level 40
HP 704
MP 859
Protect
DEUCE
KING
Daggers
Siphon Delta
Thunder SHG
Cure

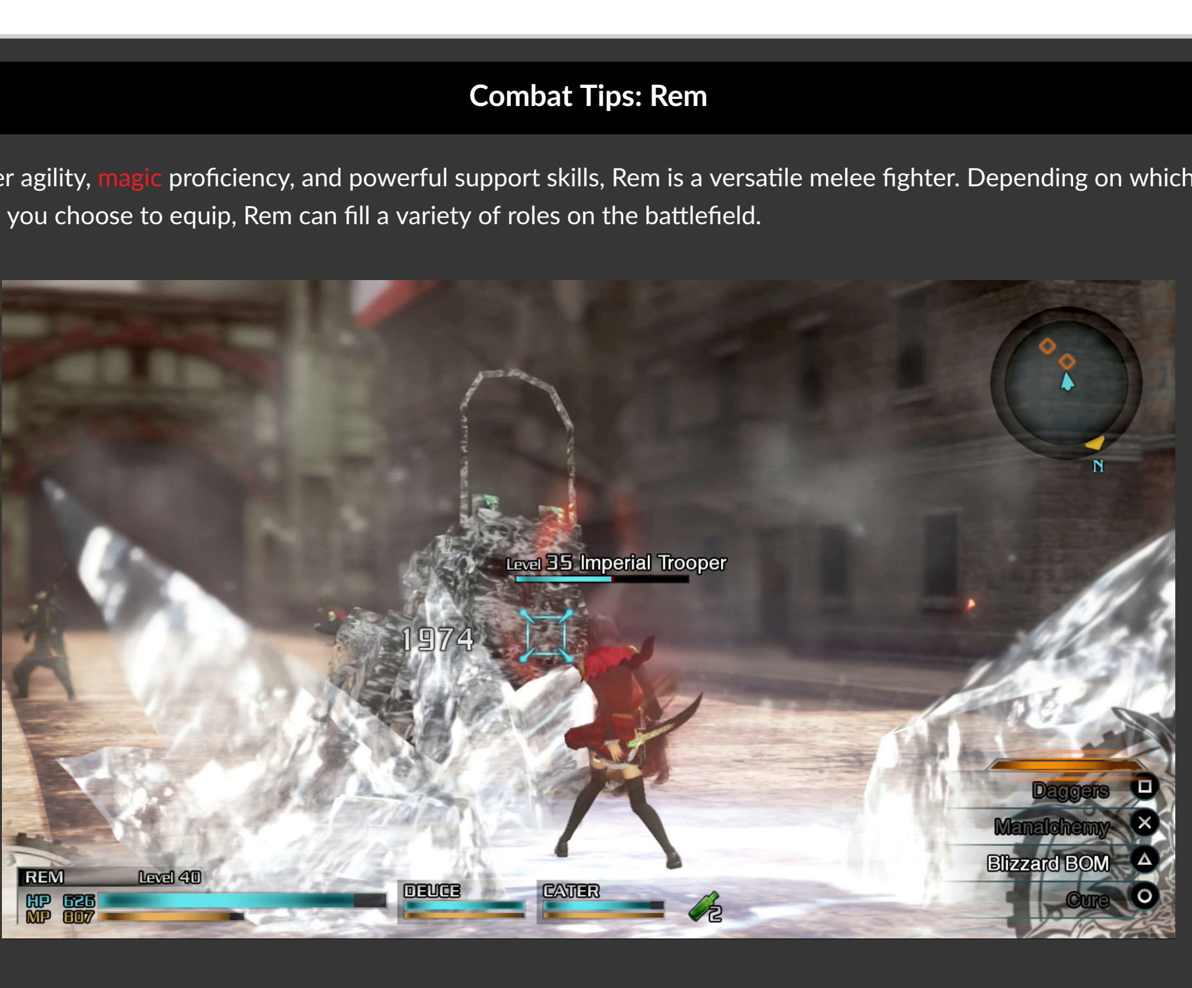
Unlock Manalchemy to acquire one of Rem's most useful support abilities, then grab Guarded Finish to augment her melee combos. Purchase Triple Slip, Slipstream, and Untouchable to improve her dodge.

Unlock Siphon Sphere and both of its upgrades, then purchase Siphon Delta and Siphon Delta: AG Down. Siphon Sphere summons a slow-moving projectile capable of landing several hits on a single target. Siphon Delta creates a mid-sized hazard on the ground. Both Siphon Sphere and Siphon Delta restore Rem's MP as they deal damage.

Unlock and upgrade Undying Wish to increase Rem's options for party support. Purchase the remaining recommended abilities to expand Rem's melee combos and enhance her mobility, then use earned AP to unlock the rest of her abilities.

Combat Tips: Rem

With her agility, magic proficiency, and powerful support skills, Rem is a versatile melee fighter. Depending on which abilities you choose to equip, Rem can fill a variety of roles on the battlefield.



Rem's Twinspell ability is available by default, and considering her aptitude for magic, equipping two offensive spells is a viable strategy. Aggressive magic use will drain her MP fairly quickly, however, and with two offensive spells equipped, Rem is unable to utilize any of her MP-restoring abilities. Still, with the right party members or a supply of MP-restoring items, Rem can be used as a dedicated spell-caster.

REM
Level 40
HP 704
MP 785
DEUCE
KING
Daggers
Manalchemy
Undying Wish
Cure

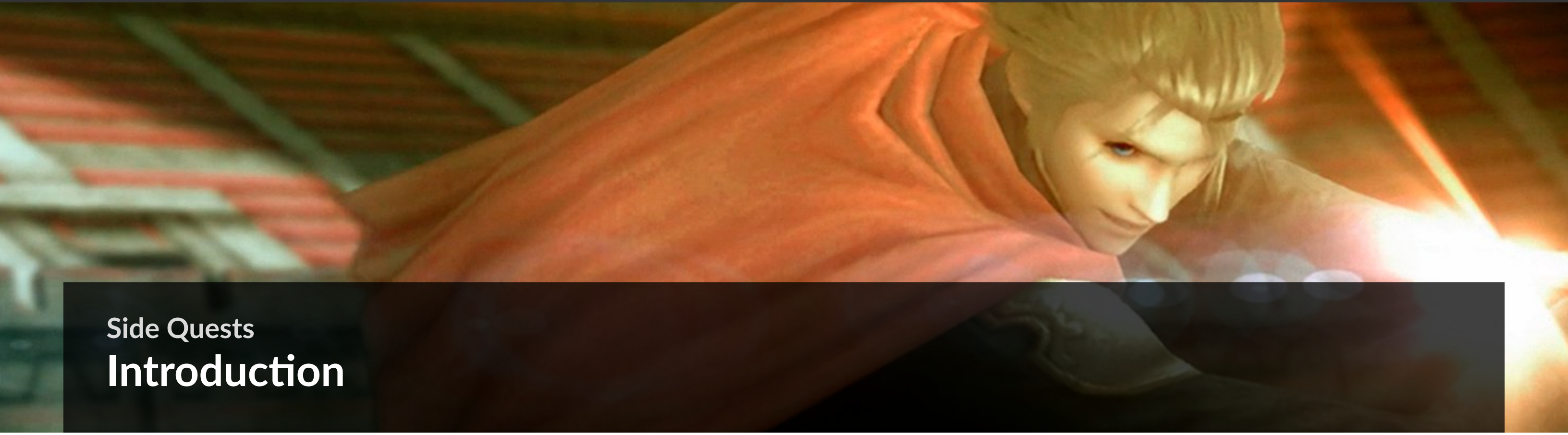
In most cases, it's best to equip one of Rem's MP-restoring abilities. Because Manalchemy also benefits party members, it's usually the best choice when Rem is accompanied by at least one proficient magic user. Siphon Sphere or Siphon Delta should be equipped to improve Rem's damage output when party support isn't a priority.

Level 35 Shock Trooper
5
1484
Shock
REM
Level 40
HP 529
MP 1216
DEUCE
CATER
Daggers
Manalchemy
Thunder SHG
Cure

Rem has several abilities that add special strikes or finishing magic to her melee combos. In fact, after a single normal attack, Rem has the option to perform a Guarded Finish, a Strong Finish, or finishing magic (Combo Cast). It's often better to perform a finishing move after each normal strike than to attempt lengthier combos.

Rem's Undying Wish ability grants a ten-second Reraise effect to nearby party members. This can be used to aid a desperate ally, but it can also be used just before summoning an Eidolon. Because the sacrificed character is automatically revived, you can call on an Eidolon multiple times without losing a single party member.

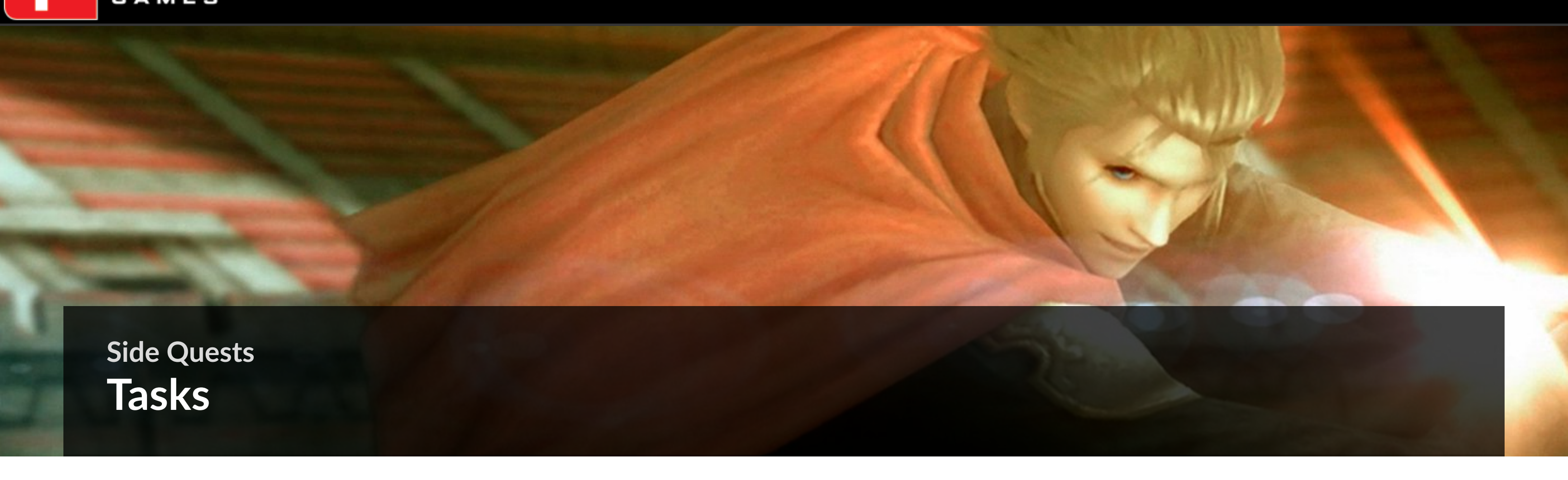
Ifrit
Level 40
REM
Level 40
HP 0
MP 946
DEUCE
CATER
Undying Wish
Cure



Side Quests

Introduction

In this section of the Rubicus, you'll find a list of all of the Tasks in the game, all of the optional dungeons and bosses, a list of all forty-three l'Cie Crystals and how to obtain them, and a few additional elements.



Side Quests

Tasks

Chapter 2: Tasks (Third Break—2 Days)

Tasks

Location	Who	Task	Reward	Note
Armory	Guildsman	Give one Pretty Pelt to the Armory Guildsman.	Iron Bangle	Found on Coeurls in Corsi Cave.
Sorcery	Sorcery Researcher	Give one Red Phantoma to the Sorcery Researcher.	Ferric Ring	—
Central Command	Dominion Officer	Defeat two Vertigo.	Glacies Prima, Vol. II	Vertigo can be found in the forests of the Rubrum Region.
Lounge	Administration Official	Give the Administration Official 100 SPP.	Megalixir	—
Main Gate	Logistics Officer	Give three Potions to the Logistics Officer.	Ether	—
Crystarium	Class Ninth Cadet	Defeat one Striker.	Ignis Primus, Vol. II	Strikers are the Magitek Armor enemies that can be found randomly in battles in the Rubrum Region.
Fountain Courtyard	Enra	Have Rem speak with Enra.	Phoenix Down	Change your lead character to Rem.
Ready Room	Tokito	Give Tokito a Sexy Swimsuit.	Fulgur Primus, Vol. II	Can be purchased from Corsi's Merchant.

Outside of Akademeia

Location	Who	Task	Reward	Note
McTighe	Amane	Defeat three Lesser Coeurl.	Silver Bracelet	Coeurls can be found in Corsi Cave.
Corsi	Takano	Defeat ten Aqua Flans.	HP Enhancer	Aqua Flans can be found on the plains in the Rubrum Region.
Aqvi	Koki	Give Koki a Fire Shard.	Ferric Ring	Fire Shards can be found from Bombs in Corsi Cave.

Chapter 3: Tasks (First Break—4 Days)

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give the Logistics Officer three Ethers.	Five X-Potions	—
Crystarium	Class Ninth Cadet	Take one prisoner by defeating Imperial COs in the North Togoreth Region forests.	Ballistic Shield	You must accept the Expert Trial "United Front" to get access to North Togoreth and complete this Task.
Crystarium	Provost	Recover Akademeia's entire history.	Wizard's Hat	Open the treasure in the first room in Corsi Cave.
Hallway	Dr. Al-Rashia	Defeat three enemies with Fire RF.	Magic Power +3	Can be done in the Arena in a Simulated Battle.
Central Command	Dominion Legionary	Defeat six Perkunas.	Aegis Veritas	You need to accept the Expert Trial "United Front" to get access to the North Togoreth Region at this point.
Central Command	Kurasame	Land ten Killsight/Breaksight strikes and report back to Kurasame.	10,000 EXP	—
Armory	Guildsman	Give three jugs of Tree Sap to the Armory Guildsman.	Shock Shield	Defeat monsters in the Togoreth Region.
Sorcery	Sorcery Researcher	Give three Green Phantoma to the Sorcery Researcher.	Argentic Ring	—
Lounge	Administration Official	Give 300 SPP to the Administration Official.	Fulgur Secundus, Vol. II	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Mi-Go	Moto	Defeat ten Hundlegs.	Aegis Tertia, Vol. II	Plains in Togoreth Region.
Keziah	Nenji	Defeat four Bombs.	Three Blaze Armlets	Northern Corridor

Chapter 3: Tasks (Second Break—4 Days)

Tasks

Location	Who	Task	Reward	Note
Armory	Guildsman	Give five Light Feathers to the Guildsman.	Shock Shield	You can find the monster in the Iscah Region.
Sorcery	Sorcery Researcher	Give one Purple Phantoma to the Sorcery Researcher.	Unlock Vermilion Bird Squad Command.	—
Central Command	Commandant	Defeat fifteen Imperial Troopers.	Protector Ring	You can complete this by doing a Simulated Battle in the Arena.
Lounge	Administration Official	Give 500 SPP to the Administration Official.	Auric Ring	—
Main Gate	Commissar	Give ten Elixirs to the Commissar.	Five Megalixirs	—
Crystarium	Class Ninth Cadet	Take three prisoners by defeating enemy COs in the Iscah Area.	Flak Jacket	—
Ready Room	Enra	Give Enra a Potion from Rem.	Crystal Shard	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Iscah	Mayor Aoba	Defeat two Imperial Commanders in the Iscah Region.	Sentinel Emblem	—
Rokol	Nana	Defeat six Evil Eyes in the Iscah Region.	MP Enhancer	—

Chapter 4: Tasks (Second Break—1 Day)

Tasks

Location	Who	Task	Reward	Note
District 0714	Clemente	Max out one cadet's Attack for Clemente.	Draconic Gemstone	You need to bring a party member with an Attack stat of 255 to Clemente. You very likely won't have a party member with attack this high during the first playthrough, so wait until playthrough three to complete this Task.
District 0714	Lady Celestia	Invite other cadets to join Class Zero for Lady Celestia.	Akatoki Amethyst	You must have completed Naghi, Carla, Quon, Mutsuki, and Ryid's Sub-Events in your first playthrough to complete this Task.

Chapter 5: Tasks (First Break—5 Days)

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give one Phoenix Down to the Logistics Officer.	Mythril Gloves	—
Fountain Courtyard	Enra	Play as Rem and get an S-Rank in the "Covering the Cadets" Expert Trial.	Gold Bangle	Second playthrough.
Crystarium	Naghi	Find proof of the Cactuar.	Ballistic Shield	The Cactuar can be found randomly in the Airship Landing, the Back Garden, the Terrace, and the Chocobo Ranch. (It leaves behind an item when discovered.)
Central Command	Dominion Officer	Defeat six Bombs for the Central Command Officer.	Five X-Potions	You must defeat the Bombs in the Jubanla Region, which you can gain access to by heading through the Northern Corridor, west of Mi-Go.
Armory	Guildsman	Give the Guildsman seven Fire Shards.	Thunderbolt Armlet	Must fight Bombs in the Rubrum Region.
Sorcery	Sorcery Researcher	Give the Sorcery Researcher seven Cyan Phantoma.	Crystal Shard	—
Sorcery	Dr. Al-Rashia	Defeat thirty enemies with Blizzard BOM.	Twelve Jeweled Rings	Can be done in the Arena.
Lounge	Administration Official	Give 800 SPP to the Administration Official.	Three Megalixirs	—

Chapter 5: Tasks (Second Break—5 Days)

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give three Mega-Potions to the Logistics Officer.	Platinum Gloves	—
Fountain Courtyard	Tokito	Give one Diamond Ore to Tokito.	Good-Luck Charm	Can be found in the Bethnel Caverns.
Crystarium	Class Ninth Cadet	Take three prisoners by defeating enemy COs.	Protector Ring	Soldiers and their COs can be found in the forests of the Meroë Region.
Central Command	Dominion Officer	Defeat one Striker.	Ten Elixirs	The Strikers can be found in the forests of the Eibon Region.
Armory	Armory Guildmaster	Give two chunks of Beast Flesh to the Armory Guildmaster.	Gold Bangle	Defeat monsters in Bethnel Caverns, second playthrough.
Sorcery	Sorcery Researcher	Give ten Sepia Phantoma to the Sorcery Researcher.	Crystal Shard	—
Lounge	Administration Official	Give 1000 SPP to the Administration Official.	Five Phoenix Down	—
Terrace	Kurasame	Land twenty Killsight/Breaksight strikes and report back to Kurasame.	Shock Shield	Can be done in the Arena.

Outside of Akademeia

Location	Who	Task	Reward	Note
Toguagh	Issei	Defeat a Dracoknight for Issei.	Diamond Shield	Must be fought on the Innsmouth Coast, second playthrough.

Chapter 7: Tasks (First Break—8 Days)

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give three Mega-Remedies to the Logistics Officer.	Ten X-Potions	—
Classroom Zero	Kurasame's Tonberry	Land thirty Killsight/Breaksight strikes and report back to Kurasame's Tonberry.	Shock Armor	Can be done in Akademeia's Arena.
Crystarium	Naghi	Obtain Kurasame's Knowing Tag.	X-Potion	It is found near Bethnel Caverns; this Event can only be done after giving Kazusa the Eyeball Specimen.
Central Command	Dominion Officer	Defeat ten Ankhegs.	Three Megalixirs	The Ankhegs must be defeated in the Old Lorica Region.
Armory	Ryid	Obtain Lorican Diary.	Crystal Gloves	—
Armory	Mutsuki	Obtain one Dark Matter for Mutsuki.	Diamond Ring	Dropped by Malboros in the Roshana Province.
Armory	Guildsman	Retrieve ten Turtle Shells for the Guildsman.	Diamond Gloves	You must defeat the Adamantoise in Innsmouth Coast.
Sorcery	Quon	Obtain one Jeweled Ring for Quon.	Dominion Helmet	You get the ring from Dr. Al-Rashia's Task in the first Free Time of Chapter 5.
Sorcery	Sorcery Researcher	Give fifteen Mauve Phantoma to the Sorcery Researcher.	Magic: Thunder MIS	—
Lounge	Cadetmaster	Give 1500 SPP to the Cadetmaster.	Five Phoenix Pinions	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Cetme	Yatsude	Defeat twenty Imperial Troopers.	Quake Killer	Can be done in any location; you cannot reach Cetme until completing the "Operation Sticky Fingers" Expert Trial.
Roshana	Subaru	Defeat fifteen Mandragoras in the Roshana Province.	Gold Anklet	You cannot enter Roshana until completing the "Operation Dragon Slayer" Expert Trial or until you complete Mission 10.
Rama	Yukisato	Defeat two Marduks in the Roshana Province.	Crystal Shard	Marduks are found in the forests of the Roshana Province; you cannot enter Rama until completing the "Operation Dragon Slayer" Expert Trial or until you complete Mission 10.
Bazz	Sakuya	Defeat an Iron Giant.	Growth Egg	Iron Giants can be found in the Silent Key; you cannot enter Bazz until completing the "Operation Homecoming" Expert Trial.
Azurr	Okita	Defeat eight Floating Eyes for Okita.	Gold Bangle, MPV-B2 Trunk Key	You cannot enter Azurr until completing "The Climactic Clash at Azurr" Expert Trial.

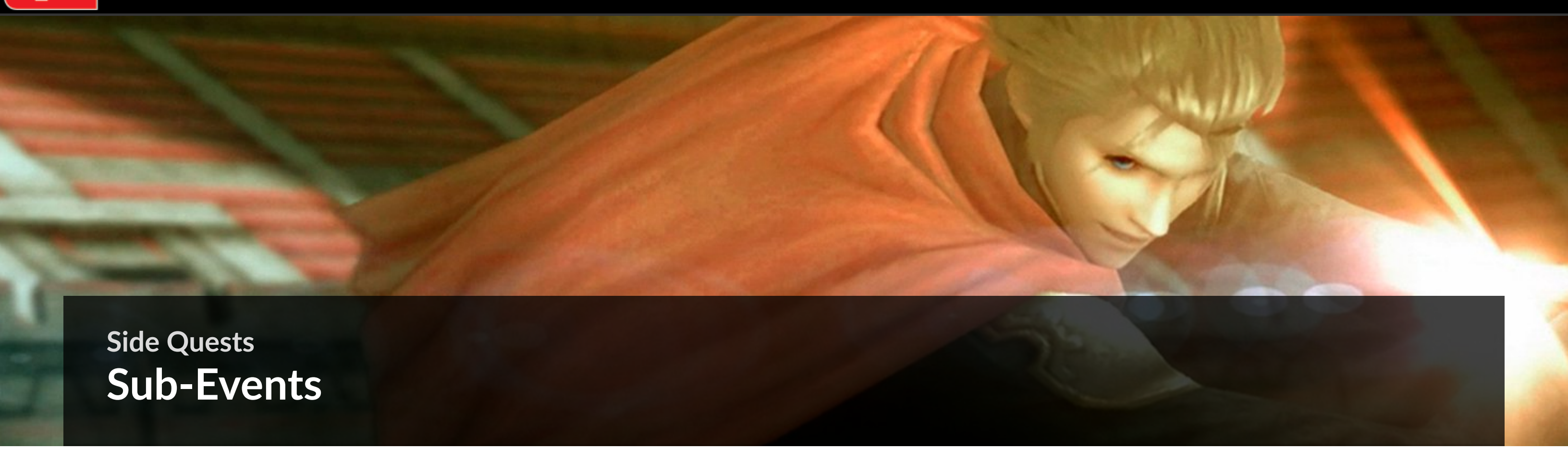
Chapter 7: Tasks (Second Break—6 Days)

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give five Megalixirs to the Logistics Officer.	Stalwart Ring	—
Crystarium	Class Ninth Cadet	Take ten prisoners by defeating enemy COs in the forests of the East Nesher Region.	Ballistic Shield	Before you can undertake this Task, you must first complete the "Colonel Faith's Last Stand" Expert Trial.
Crystarium	Provost	Get information about the pre-RG era.	Gold Anklet	Found in the Silent Key, which is in the Veill Desolands.
Central Command	Chancellor Chival VI	Reach the SP Rank of Commander (50,000+ SPP).	Able to wear Formal Attire.	Second or third playthrough.
Central Command	Commandant	Defeat six Sandworms.	Diamond Bangle	—
Armory	Armory Guildmaster	Retrieve one Darksoul Swarm for the Armory Guildmaster.	Soul of Thamasa	—
Sorcery	Sorcery Researcher	Obtain one Ivory Phantoma for the Sorcery Researcher.	Crystal Shard	—
Lounge	Cadetmaster	Give 2000 SPP to the Cadetmaster.	Crystal Ball	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Shakara	Ametsuchi	Defeat ten Bombs in the Rilochy Province.	Blaze Armlet	—
Rilochy	Akari	Defeat ten Flame Flans in the Rilochy Province.	Mythril Gloves	They are more common on the plains of Rilochy.
Amiter	Otokusa	Defeat ninety-nine Lesser Lopros in the Dragon Sanctuary.	Grand Bangle	Second playthrough.
Cetme	Yatsude	Defeat twenty Imperial Troopers in Cetme.	Quake Killer	You can complete this in Akademeia's Arena.



Side Quests

Sub-Events

There are a handful of characters in Akademeia whose Events will sort of develop a relationship between the members of Class Zero and the characters in question. Most of these characters can become an unplayable member of Class Zero if you see their Sub-Events to the end and they'll even reward you handsomely for your efforts. Read on to see each of the characters with Sub-Events, where and when the Sub-Events are, and how to complete these special Events.

In order to reach the next stage in each Sub-Event, you must complete the Events and Tasks listed prior to those Sub-Events.

Carla's Sub-Event

When	Free Time	Location	Who	Note
Chapter 2	Second Break	Ready Room	Carla	Event
Chapter 3	First Break	Lounge	Carla	Event: You have to give Carla 1000 Gil.
Chapter 3	Second Break	Ready Room	Carla	Event: She only appears here if you talked to her during the first break in Chapter 3.
Chapter 5	First Break	Ready Room	Carla	Event
Chapter 5	Second Break	Lounge	Carla	Event: You have to give Carla 10,000 Gil. She only appears here if you talked to her during the first break in Chapter 5.
Chapter 7	First Break	Lounge	Carla	Event: You have to give Carla 100,000 Gil.
Chapter 7	Second Break	Ready Room	Carla	Event: Carla will pay you 222,000 Gil if you give her money in each of her Events. She only appears here if you talked to her during the first break in Chapter 7.
Chapter 7	Second Break	Ready Room	Carla	Event: Sublimation Ring; She only appears here if you talked to her during the first and second breaks in Chapter 7.

Naghi's Sub-Event

When	Free Time	Location	Who	Note
Chapter 2	Third Break	Lounge	Naghi	Event
Chapter 5	First Break	Crystarium	Naghi	Task: Find proof of a Cactuar. (The Cactuar can be found randomly in the Airship Landing, the Back Garden, the Terrace, and the Chocobo Ranch. It leaves behind an item when discovered.)
Chapter 7	First Break	Hallway	Naghi	Event

Quon's Sub-Event

When	Free Time	Location	Who	Note
Chapter 3	First Break	Crystarium	Quon	Event
Chapter 3	Second Break	Sorcery	Quon	Event: He only appears here if you talked to him during the first break in Chapter 3.
Chapter 5	First Break	Crystarium	Quon	Event
Chapter 5	First Break	Sorcery	Dr. Al-Rashia	Task: Defeat thirty enemies with Blizzard BOM. (Can be done in Akademeia's Arena.)
Chapter 7	First Break	Sorcery	Quon	Task: Obtain one Jeweled Ring. (You get the Jeweled Ring from completing Dr. Al-Rashia's Task in your first break of Chapter 5.)
Chapter 7	Second Break	Hallway	Quon	Event: He only appears here if you talked to him during the first break in Chapter 7.

Mutsuki's Sub-Event

When	Free Time	Location	Who	Note
Chapter 3	First Break	Armory	Mutsuki	Event
Chapter 5	Second Break	Airship Landing	Mutsuki	Event
Chapter 7	First Break	Armory	Mutsuki	Task: Obtain one Dark Matter. (Dropped by Malboros in the Roshana Province.)
Chapter 7	First Break	Central Command	Seven	Event: You can only talk to Seven at this point if you have completed all of Mutsuki's Sub-Events.

Ryid's Sub-Event

When	Free Time	Location	Who	Note
Chapter 3	Second Break	Armory	Cinque	Event
Chapter 5	First Break	Airship Landing	Ryid	Event
Chapter 7	First Break	Armory	Ryid	Task: Obtain the Lorican Diary.
Chapter 7	First Break	Armory	Ryid	Event: He only appears here if you complete his Task during the first break in Chapter 7.

The next two characters' Sub-Events are a bit different than the others and require more dedication in order to complete them. These characters won't join Class Zero, but you will be rewarded for your efforts.

Dr. Kazusa

Doctor Kazusa has a total of fifteen scenes that will play out once you are able to enter his secret lab hidden behind the bookshelf on the left side of the Crystarium. In order to access his lab, you must first talk to him in the Armory twice, both of which are Events. On the second of the two Events in the Armory, you'll need to talk to Kazusa when you only have six or fewer hours of Free Time remaining in a day. From that point on you'll be able to visit him during any Free Time so long as you have only six or fewer hours of Free Time remaining in a day. Visit him with each member of Class Zero to get different scenes.

1. Speak to Kazusa in the Armory during Chapter 2.

2. Talk to him again with only six or fewer hours of Free Time remaining.

3. You can now enter his lab behind the bookshelf in the far left corner of the Crystarium for Scenes 1-7.

4. In Chapter 7, talk to Kazusa after you finish Naghi's Sub-Events.

5. Talk to Naghi once more in the Central Command and he'll give you an item.

6. Go back to Kazusa's Lab and talk to him to give him the item.

7. Talk to Naghi in the Crystarium and complete his Task (Find Kurasame's Tag).

8. Talk to Kazusa in his lab.

9. Visit with Class Zero members in scenes 8-15, as listed on the "Kazusa's Scenes" table.

10. Examine the yellow capsule in his lab.

11. Talk to Kazusa.

Kazusa's Scenes

Scene	Visit Kazusa with
1	Cater
2	Cinque or Sice
3	Deuce or Seven
4	Nine or Jack
5	Ace or King
6	Trey or Rem
7	Eight or Machina
8	Sice
9	Cinque or King
10	Ace or Machina
11	Nine
12	Deuce or Jack
13	Trey or Eight
14	Cater or Queen
15	Seven or Rem

Emina

Emina is Akademeia's most popular instructor. You can find her on the Terrace in Akademeia whenever you have six or fewer hours of Free Time remaining in a day. You'll need to constantly go back and forth between her and the Sorcery Researcher in order to progress her Sub-Event. Talking to the Sorcery Researcher won't advance time at all, but talking to Emina will.

1. Talk to Emina on the Terrace during your second break with only six or fewer hours remaining.

2. Talk to the Sorcery Researcher in Sorcery.

3. Talk to Emina on the Terrace again.

4. Learn Sheer from the Sorcery Researcher in Sorcery.

5. Buy and give at least three Presents to Emina (see the "Presents" table under the "Items" section of the "Weapons and Accessories" chapter of the Rubicus for more information).

6. Learn Sheera from the Sorcery Researcher.

7. Buy and give at least five more Presents to Emina (see the "Presents" table under the "Items" section of the "Weapons and Accessories" chapter of the Rubicus for more information).

8. Complete Kazusa's Sub-Event

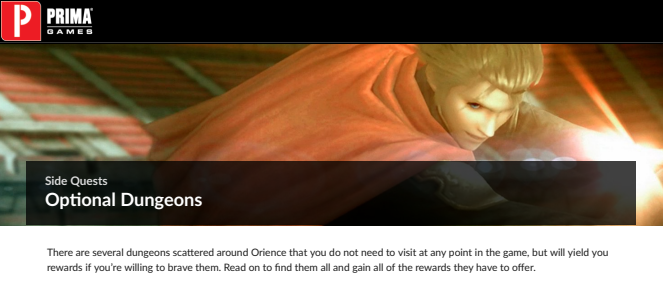
9. Learn Sheerga from the Sorcery Researcher.

10. Give more Presents to Emina to see the Sheerga scenes (see the "Presents" table under the "Items" section of the "Weapons and Accessories" chapter of the Rubicus for more information).

11. Talk to Emina on the Terrace.

12. Talk to the Sorcery Researcher in the Sorcery Room.

13. Talk to Emina on the Terrace.



Side Quests

Optional Dungeons

There are several dungeons scattered around Orience that you do not need to visit at any point in the game, but will yield you rewards if you're willing to brave them. Read on to find them all and gain all of the rewards they have to offer.

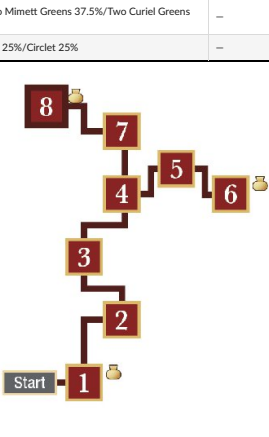
Corsi Cave

Note

Enemy Level: 22

Location: Rubrum Region, east of the town of Corsi

Room	Item	Note
1	Rubrum Analects	Needed for Provost's Task in Chapter 3, First Break
4	Knowing Tag	—
6	Mimett Greens 37.5%/Two Mimett Greens 37.5%/Two Curiel Greens 12.5%/Amulet 12.5%	—
8	Crystal Ball 50%/Megalixir 25%/Circlet 25%	—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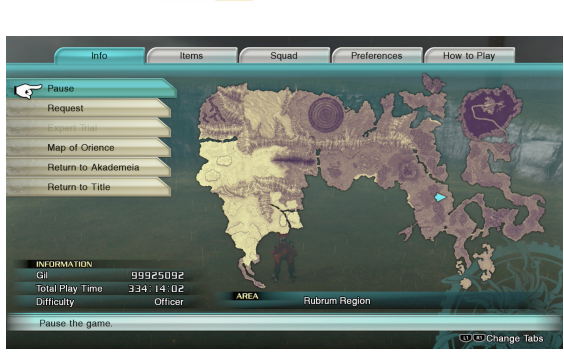
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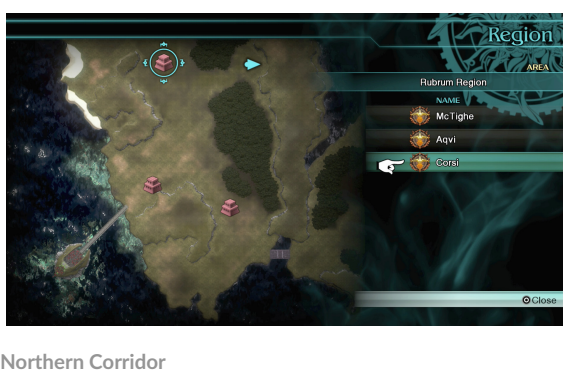
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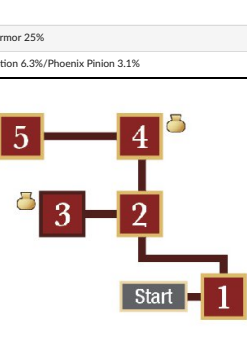
Northern Corridor

Note

Enemy Level: 31

Location: North Togoreth Region, west of Mi-Go

Room	Item	Note
2	Knowing Tag	—
3	Megalixir 75%/Shock Armor 25%	—
4	Potion 90.6%/Mega-Potion 6.3%/Phoenix Pinion 3.1%	—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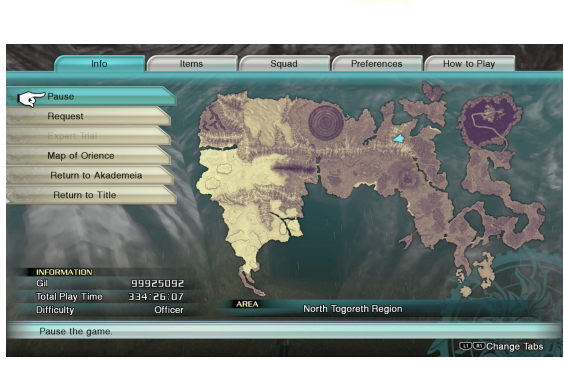
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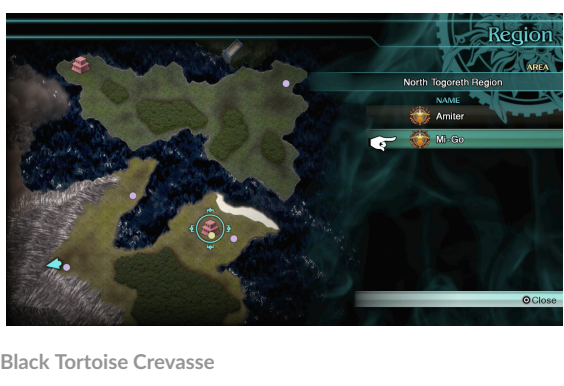
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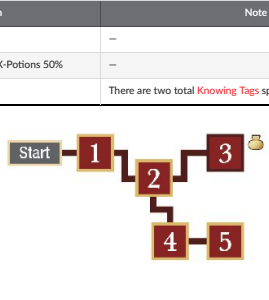
Black Tortoise Crevasse

Note

Enemy Level: 72

Location: Old Lorica Region, north of the Deserted House

Room	Item	Note
2	Knowing Tag	—
3	Five Potions 50%/Three X-Potions 50%	—
4	Knowing Tag	There are two total Knowing Tags spread around this area.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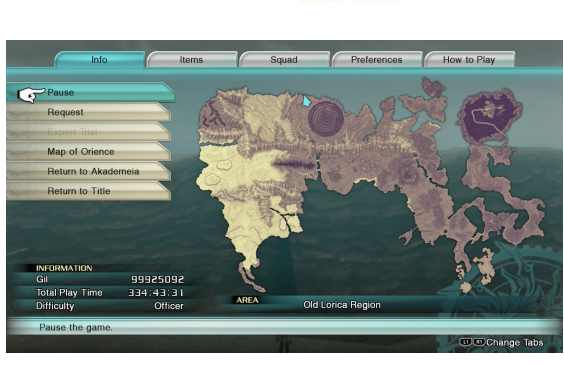
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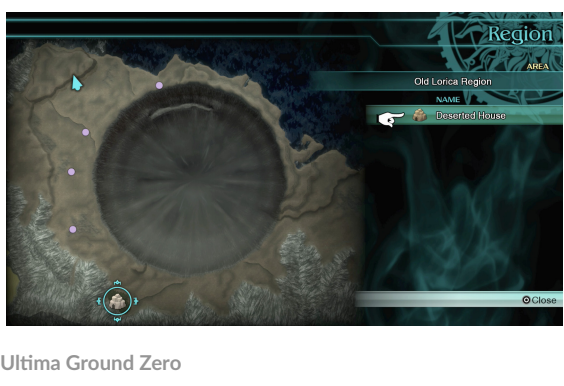

Region
Old Lorica Region
NAME
Close

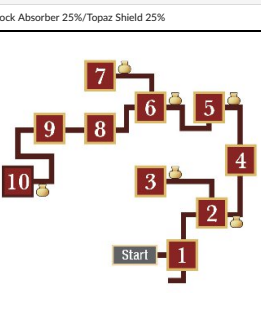
Ultima Ground Zero

Note

Enemy Level: 72

Location: Old Lorica Region, connected to the end of the Black Tortoise Crevasse

Room	Item	Note
2	Mobilization Strategy	—
3	Eight X-Potions 25%/Two Megalixirs 25%/Shock Armor 25%/U2-Shock Damper	—
5	Eight X-Potions 25%/Three Megalixirs 25%/Shock Armor 25%/H2-Shock Absorber 25%	—
6	Lorican Diary	—
7	Eight X-Potions 25%/Two Megalixirs 25%/Soldier's Gloves 25%/Shock Armor 25%	—
9	l'Cie Enragal's Crystal	—
10	Adamant Shell 50%/H5-Shock Absorber 25%/Topaz Shield 25%	—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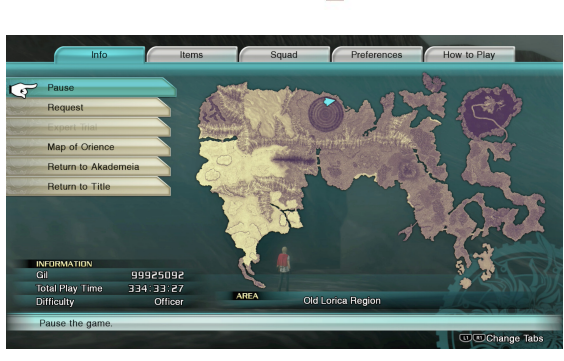
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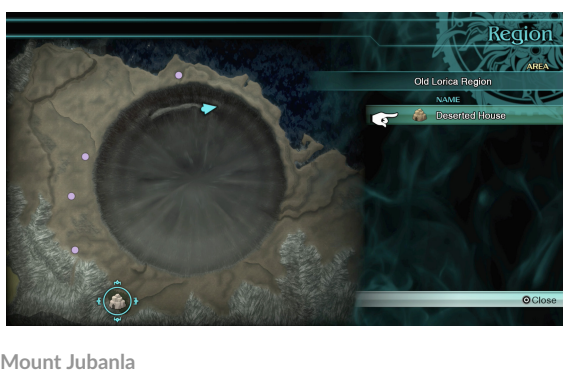

Region
Old Lorica Region
NAME
Close

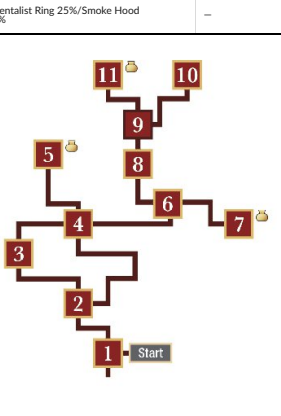
Mount Jubanla

Note

Enemy Level: 67

Location: Jubanla Region, in the volcano (you need to wrap around its southeast end to reach the entrance to Mount Jubanla)

Room	Item	Note
2	Knowing Tags	There are four total Knowing Tags spread around this area.
4	Knowing Tag	There are three total Knowing Tags spread around this area.
5	Firewyrm Armlet 50%/Six Fire Shards 31.2%/Eight Fire Shards 12.5%/Armlet of Ifrit 6.3%	—
6	Knowing Tag	—
7	Blaze Armlet 50%/Six Fire Shards 31.2%/Eight Fire Shards 12.5%/Armlet of Ifrit 6.3%	—
10	l'Cie Kaimanu's Crystal	—
11	Armlet of Ifrit 49.6%/Elementalist Ring 25%/Smoke Hood 25%/Firewyrm Armlet 0.4%	—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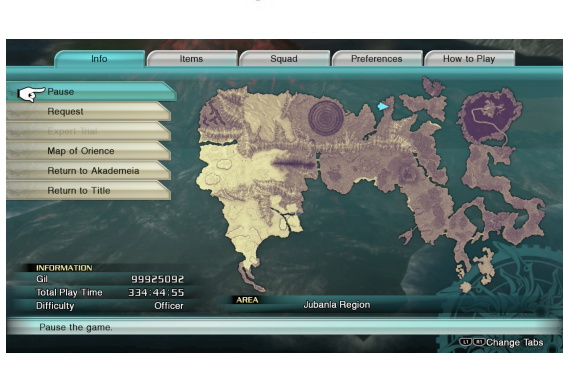
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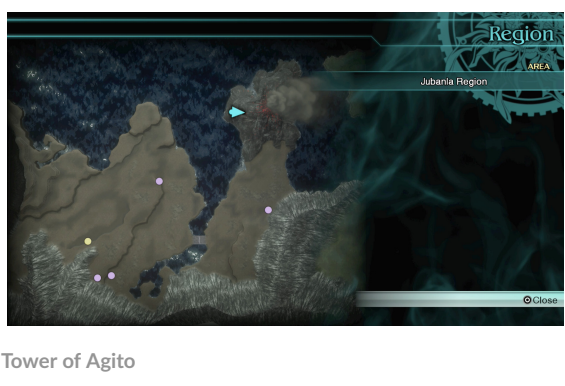
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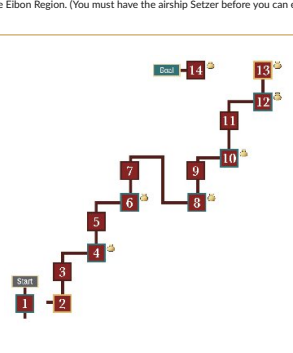
Tower of Agito

Note

Enemy Level: 128

Location: In the center of the Eibon Region. (You must have the airship Setzer before you can enter the Tower of Agito.)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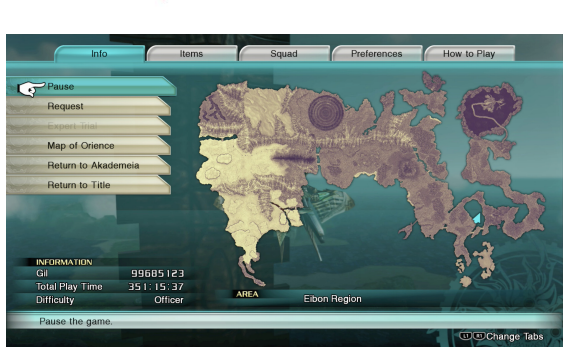
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Difficulty Officer
AREA Eibon Region
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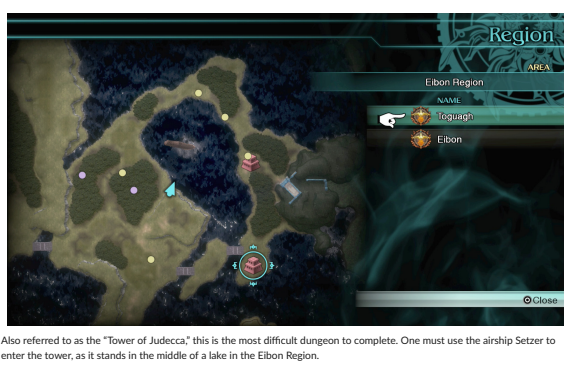
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Eibon Region
NAME
Eibon
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Also referred to as the "Tower of Judecca," this is the most difficult dungeon to complete. One must use the airship Setzer to enter the tower, as it stands in the middle of a lake in the Eibon Region.

Preparations for Ascending the Tower of Agito

The enemies in the Tower of Agito are level 128 and extremely strong. Be sure to get your main party characters up to level 99 and equip the strongest weapon you have to increase their attack power as much as possible before entering the tower. Having the accessories listed in the table below will allow your characters to withstand some of the enemies attacks, even for a bit. Change your equipment while progressing through the tower to prepare for each set of enemies (check the "Encountered Enemies and Suggested Accessories for Fighting in the Tower of Agito" list for details about what to equip before each room). A Cosmic Malboro awaits at the top of the tower, but its attacks are easily avoided, so you won't have to worry about enhancing your defensive stats for that battle.

It's not uncommon to fail in the tower even with thorough preparations. We suggest bringing plenty of Phoenix Pinions and Anima Lanterns in advance and fight with the Reraise buff on when possible. Anima Lanterns are dropped by Tonberries, which can also be encountered within the tower, but it's safer to obtain the items by repeatedly going through the "Mission Under Ceasefire" Mission (Chapter 4; second playthrough).

Encountered Enemies and Suggested Accessories for Fighting in the Tower of Agito

Area 3: First Chamber

Monster: Tonberry

Suggested Accessory to Have Equipped*: Blade Barrier x2

Area 5: Second Chamber

Monster: Coeurl

Suggested Accessory to Have Equipped*: Armlet of Ramuh + Genji Armor

Area 7: Third Chamber

Monster: Glasya Labolas

Suggested Accessory to Have Equipped*: Adamant Armlet** + Genji Armor

Area 9: Fourth Chamber

Monster: Mushussu

Suggested Accessory to Have Equipped*: Adamant Armlet** + Genji Armor

Area 11: Fifth Chamber

Monster: Behemoth King

Suggested Accessory to Have Equipped*: Adamant Armlet** + Genji Armor

Area 14: Chamber of Ruin

Monster: Cosmic Malboro

Suggested Accessory to Have Equipped*: Enchanted Badge*** + Grand Mage's Badge****

* The ease of obtaining the accessories was taken into consideration as well. It's better to equip accessories that raise a character's defense to 255 or use DEF Enhancers to raise the stat if possible. (There are certain weapons for Ace and Deuce that raise their defense as well.)

** There is a 50% chance of getting this from the chest in area 6: Walk of the Void [3].

*** There is a 12.5% chance of getting this from the chest in area 10 Walk of the Void [5].

**** There is a 12.5% chance of getting this from the chest in area 12 Walk of the Void [6].

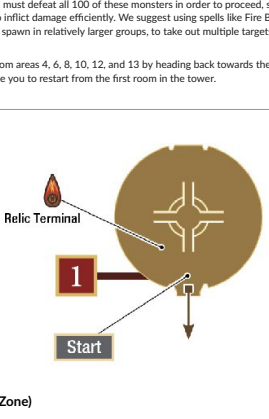
1. Tower of Agito (Safe Zone)

To head to the next floor of the tower, step onto the platform in the center of the room.

Defeat 100 Monsters

The Tower of Agito contains several rooms connected with corridors. One hundred of a specific type of monster is encountered in each room. You must defeat all 100 of these monsters in order to proceed, so it's best to strike enemies when a Breaksight is present to inflict damage efficiently. We suggest using spells like Fire BOM-II, especially against the Tonberries and Coeurls as they spawn in relatively larger groups, to take out multiple targets at once.

Note: You can exit the tower from areas 4, 6, 8, 10, 12, and 13 by heading back towards the previous room. However, exiting and reentering will cause you to restart from the first room in the tower.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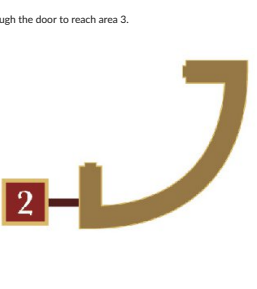
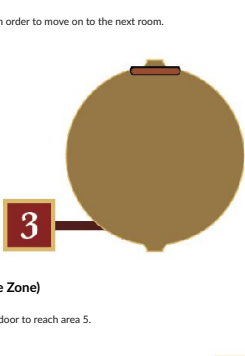
2. Walk of the Void (Safe Zone)

Head up the flight of stairs and through the door to reach area 3.



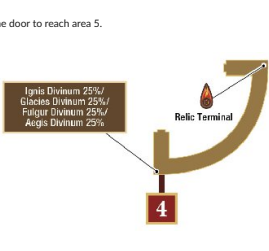
3. First Chamber

You'll have to fight 100 Tonberries in order to move on to the next room.



4. Walk of the Void [2] (Safe Zone)

Head up the stairs and through the door to reach area 5.


Ignis Divinum 25%/
Glacies Divinum 25%/
Fulgur Divinum 25%/
Aegis Divinum 25%
Relic Terminal
4

Treasures in the Tower

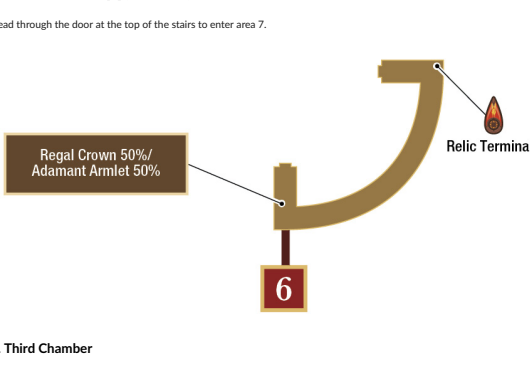
Almost all of the treasure chests in the Tower of Agito will refill when you leave and reenter the tower. (The chest in area 13 will not refill.)

5. Second Chamber

You'll need to defeat 100 Coeurls to move on to the next area.

6. Walk of the Void [3] (Safe Zone)

Head through the door at the top of the stairs to enter area 7.

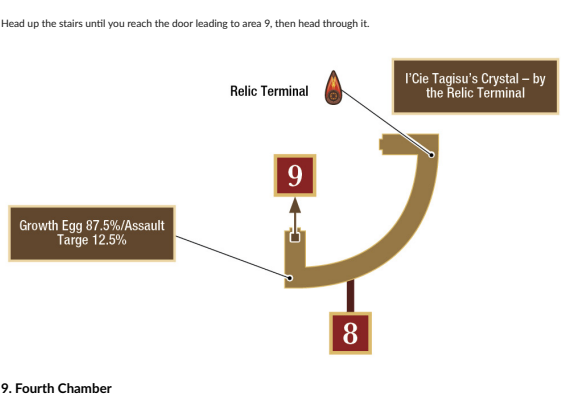

Regal Crown 50%/
Adamant Armlet 50%
Relic Terminal
6

7. Third Chamber

Your next challenge is to defeat 100 Glasya Labolas.

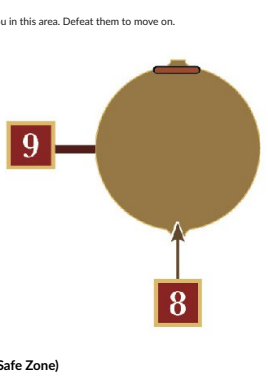
8. Walk of the Void [4] (Safe Zone)

Head up the stairs until you reach the door leading to area 9, then head through it.


Relic Terminal
l'Cie Tagiru's Crystal – by the Relic Terminal
9
Growth Egg 87.5%/Assault Targe 12.5%
8

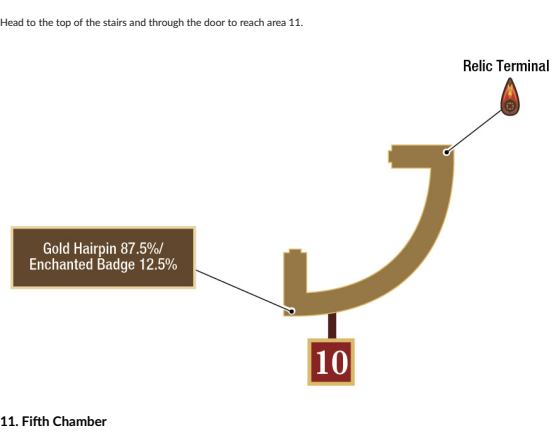
9. Fourth Chamber

A hundred Mushussus wait for you in this area. Defeat them to move on.



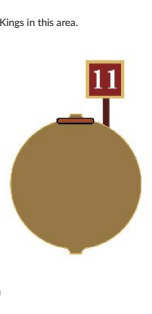
10. Walk of the Void [5] (Safe Zone)

Head to the top of the stairs and through the door to reach area 11.


Relic Terminal
Gold Hairpin 87.5%/
Enchanted Badge 12.5%
10

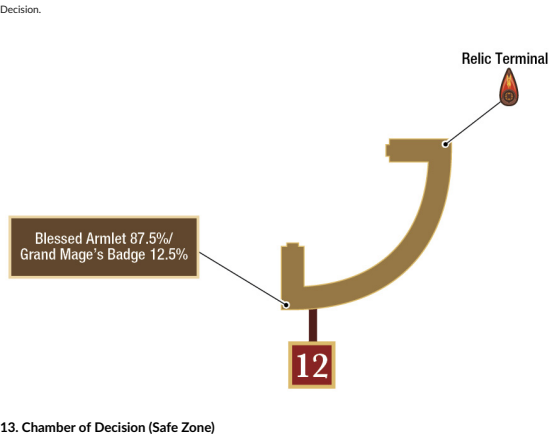
11. Fifth Chamber

You'll have a brutal battle with 100 Behemoth Kings in this area.



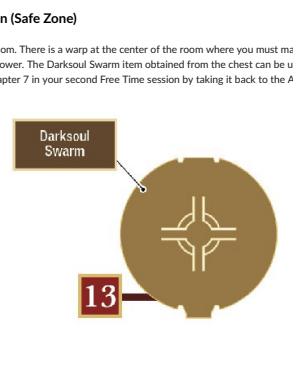
12. Walk of the Void [6] (Safe Zone)

This is your last flight of stairs in the Tower of Agito. Head through the doors at the top of the stairs to enter the Chamber of Decision.


Relic Terminal
Blessed Armlet 87.5%/
Grand Mage's Badge 12.5%
12

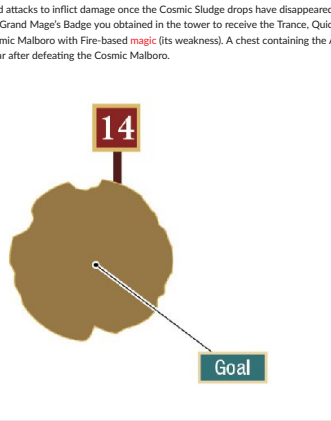
13. Chamber of Decision (Safe Zone)

There are no enemies in this room. There is a warp at the center of the room where you must make a choice: proceed on to the Chamber of Ruin or leave the tower. The Darksoul Swarm item obtained from the chest can be used to complete the "Slayer's Spoils VII" Task available in Chapter 7 in your second Free Time session by taking it back to the Armory Guildmaster.


Darksoul
Swarm
13

14. Chamber of Ruin

Unlike the previous rooms, there is a single Cosmic Malboro in the center of the room, and all you need to do is defeat it to complete this dungeon. The safest strategy is to dodge the Cosmic Malboro's attacks while moving around the perimeter in a single direction, and using ranged attacks to inflict damage once the Cosmic Sludge drops have disappeared from the ground. Equip the Enchanted Badge and Grand Mage's Badge you obtained in the tower to receive the Trance, Quick, and Freecast buffs and continually hit the Cosmic Malboro with Fire-based magic (its weakness). A chest containing the Agito Insignia and a warp to exit the tower will appear after defeating the Cosmic Malboro.



The Agito Insignia

After obtaining an Agito Insignia, the chest it was contained in will have different contents* on subsequent trips through the Tower of Agito. The contents of the chest are:

Grand Bangle (25%)

Mog's Lucky Charm (25%)

Soul of Thamasa (25%)

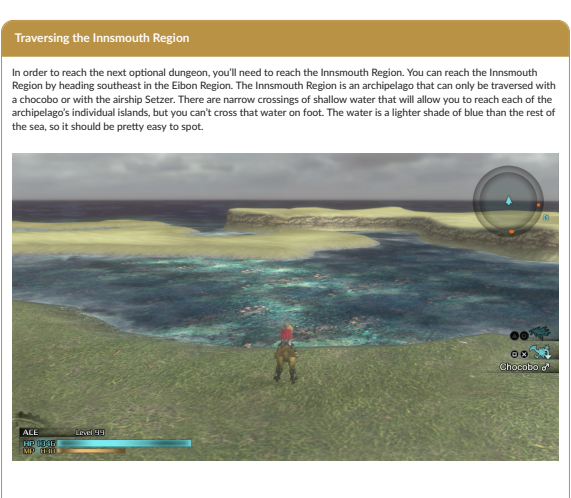
Juggernaut Badge (18.8%)

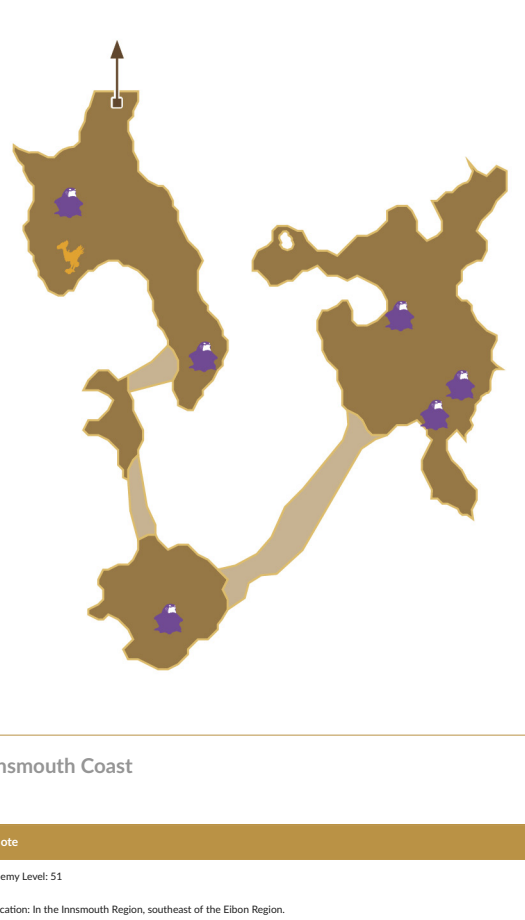
Ribbon (6.2%)

* Once you've obtained an Agito Insignia, the chest will not contain the new contents if the Agito Insignia is equipped on one of your characters or you sell it. In either of those cases, the chest would just yield another Insignia.

Traversing the Innsmouth Region

In order to reach the next optional dungeon, you'll need to reach the Innsmouth Region. You can reach the Innsmouth Region by heading southeast in the Eibon Region. The Innsmouth Region is an archipelago that can only be traversed with a chocobo or with the airship Setzer. There are narrow crossings of shallow water that will allow you to reach each of the archipelago's individual islands, but you can't cross that water on foot. The water is a lighter shade of blue than the rest of the sea, so it should be pretty easy to spot.





Innsmouth Coast

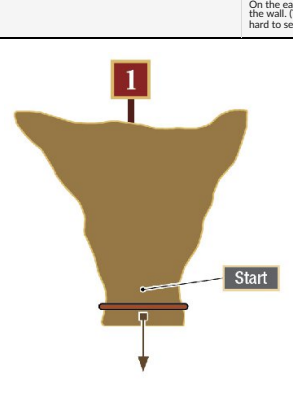
Note

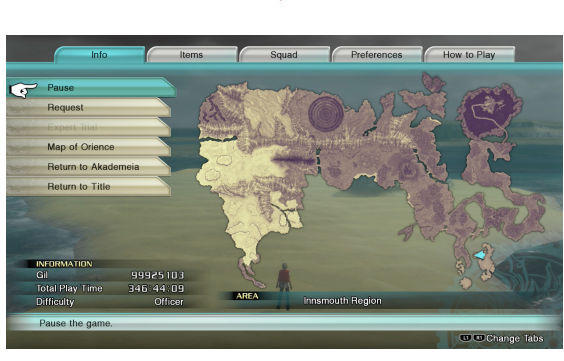
Enemy Level: 51

Location: In the Innsmouth Region, southeast of the Eibon Region.

The treasure chest in this area can refill on subsequent visits, but after your first trip to the Innsmouth Coast, an Adamantoise will show up every time you enter this area.

Room	Item	Note
1	Elixir 18.7%/Guardian Ring 18.7%/Shock Shield 18.7%/Sentinel Emblem 18.7%/Phoenix Pinion 6.3%/Pahsana Greens 6.3%/Sylkis Greens 6.3%/Gysahl Greens 6.3%	—
1	l'Cie Clareus's Crystal	On the east side of the area along the wall. (The sand makes it a bit hard to see.)

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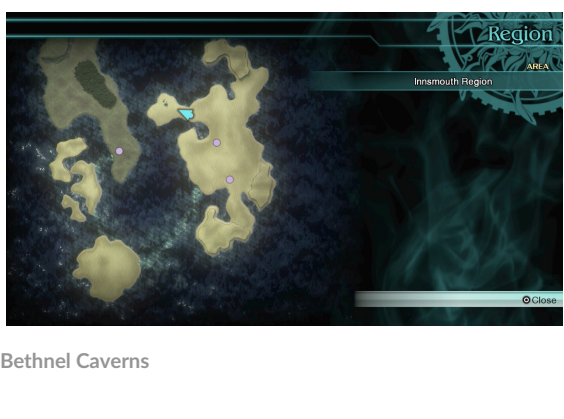
Items
Squad
Preferences
How to Play
Pause
Request
Map of Orience
Return to Akademeia
Return to Title
INFORMATION
Gil 99925103
Total Play Time 346:44:09
Difficulty Officer
AREA Innsmouth Region
Pause the game.
Change Tabs

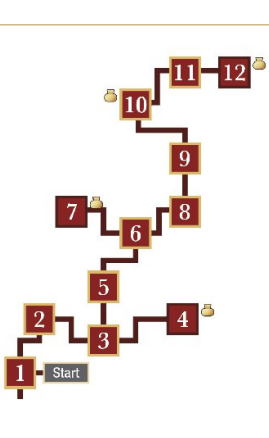

Region
Innsmouth Region
Close

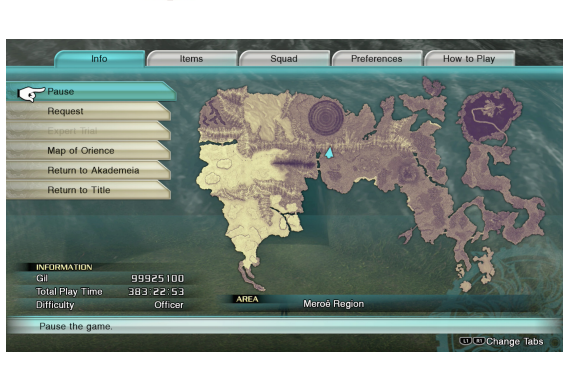
Bethnel Caverns

Note

Enemy Level: 55

Location: Just above the town of Meroë in the Meroë Region.


11
12
10
9
7
8
6
5
2
4
3
1
Start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Squad
Preferences
How to Play
Pause
Request
Map of Orience
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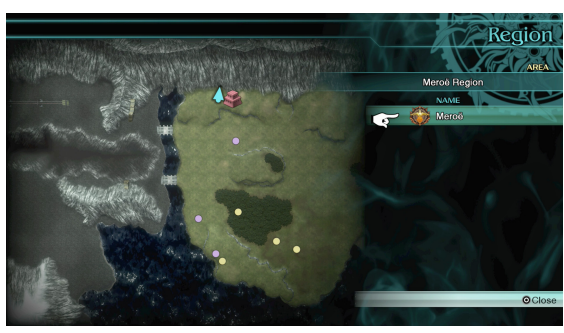
Difficulty Officer
AREA Meroë Region
Pause the game.
Change Tabs


Region
Meroë Region
NAME
Meroë
Close

Room	Item	Note
3	Knowing Tags	There are six total Knowing Tags spread around this area.
4	Crystal Ball 25.0%/Circlet 25.0%/Dominion Helmet 25.0%/Red Cap 25%	—
6	Knowing Tags	There are four total Knowing Tags spread around this area.
7	Elixir 43.5%/[Cinque's Weapon] Mace 12.5%/[Seven's Weapon] Whipblade 12.5%/Reagan Greens 6.3%/[Cinque's Weapon] Voltaic Mace 6.3%/[Seven's Weapon] Voltaic Whipblade 6.3%/Red Beret 6.3%/Snow Goggles 6.3%	These are the potential contents of the northmost treasure chest in area 7.
7	Elixir 43.5%/[Deuce's Weapon] Flute 12.5%/[Cater's Weapon] Magicite Pistol 12.5%/Reagan Greens 6.3%/[Deuce's Weapon] Voltaic Flute 6.3%/[Cater's Weapon] Missing Score 6.3%/Circlet 6.3%/Mist Mask 6.3%	These are the potential contents of the northwestern treasure chest in area 7.
7	Diamond Ore	From the third chest going counterclockwise from the northmost chest.
7	Elixir 43.5%/[Eight's Weapon] Brass Knuckles 12.5%/[Queen's Weapon] Longsword 12.5%/Reagan Greens 6.3%/[Eight's Weapon] Godhands 6.3%/[Queen's Weapon] Voltaic Saber 6.3%/White Cape 6.3%/Smoke Hood 6.3%	These are the potential contents of the westmost treasure chest in area 7.
7	Elixir 43.5%/[Ace's Weapon] Playing Cards 12.5%/[Trey's Weapon] Longbow 12.5%/Reagan Greens 6.3%/[Ace's Weapon] Cardshark's Deck 6.3%/[Trey's Weapon] Rune Bow 6.3%/Platinum Gloves 6.3%/Balaclava 6.3%	These are the potential contents of the southwestern treasure chest in area 7.
7	Elixir 43.5%/[Sice's Weapon] Scythe 12.5%/[Jack's Weapon] Katana 12.5%/Reagan Greens 6.3%/[Sice's Weapon] Persephone's Scythe 6.3%/[Jack's Weapon] Conquerer 6.3%/Mage's Miter 6.3%/Sand Visor 6.3%	These are the potential contents of the southmost treasure chest in area 7.
9	Knowing Tags	There are two total Knowing Tags spread around this area.
10	Elixir 43.5%/[King's Weapon] Twin Revolvers 12.5%/[Rem's Weapon] Daggers 12.5%/Reagan Greens 6.3%/[King's Weapon] Supershot 5Ts 6.3%/[Rem's Weapon] Voltaic Daggers 6.3%/Star Pendant 6.3%/Rain Hood 6.3%	—
11	Knowing Tag	—
12	Elixir 43.5%/[Nine's Weapon] Lance 12.5%/[Machina's Weapon] Bolt Rapiers 12.5%/Reagan Greens 6.3%/[Nine's Weapon] Voltaic Spear 6.3%/[Machina's Weapon] Icebrands 6.3%/Hermes' Sandals 6.3%/Waterproof Mask 6.3%	These are the potential contents of the northmost treasure chest in area 12.
12	l'Cie Urshanabi's Crystal	—
12	Red Beret 50%/Tiara 25%/Duke's Gauntlets 25%	—

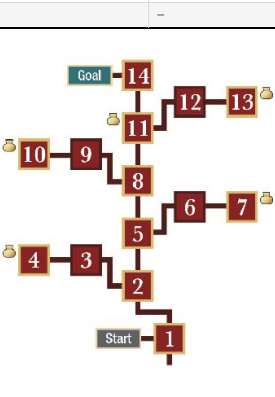
Silent Key

Note

Enemy Level: 44

Location: On the southern tip of the Veill Desolands, south of the West Nesher District.

Room	Item	Note
4	Frostshield Cloak 50%/Platinum Bracelet 25%/Bulletproof Vest 25%	—
7	Flameshield Cloak 50%/Auric Ring 25%/Mythril Ring 25%	—
10	Sparkshield Cloak 50%/Platinum Gloves 25%/Warrior Ring	—
11	Voyage Log	—
13	Unusual Artifact	You also obtain a Lost Tome when you activate the console in this room.
14	l'Cie Sator's Crystal	—


Goal
14
12
13
11
10
9
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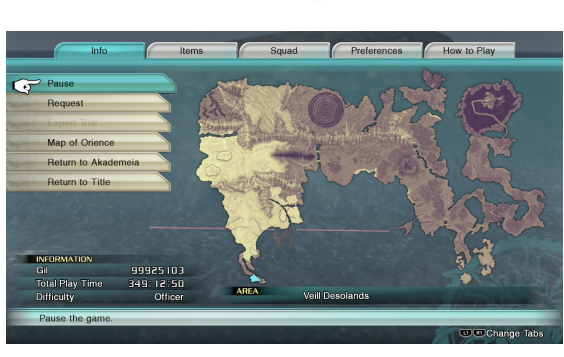
6
7
5
4
3
2
Start
1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Pause
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AREA Veill Desolands
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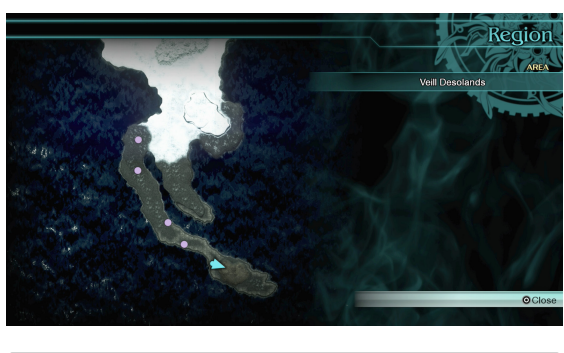
Change Tabs


Region
Veill Desolands
Close

No Turning Back

Once you activate the airship in area 14 of the Silent Key, you won't be able to access this location again during this playthrough. Make sure you have everything before taking the airship.

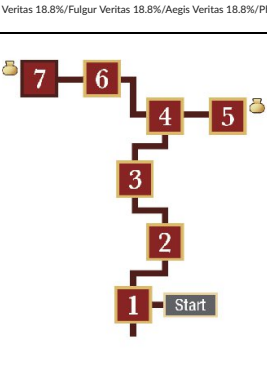
The Valley of Monsters

Note

Enemy Level: 93

Location: In the southern end of the pit in the Northern Valley. (You need the Setzer to reach the Northern Valley.)

Room	Item	Note
1	Elixir 25%/Megalixir 25%/Sylkis Greens 25%/Two Sylkis Greens 25%	—
6	l'Cie Nimrod's Crystal	—
7	Ignis Veritas 18.8%/Glacies Veritas 18.8%/Fulgur Veritas 18.8%/Aegis Veritas 18.8%/Phoenix Pinion 18.8%/Black Cowl 6.3%	—


7
6
4
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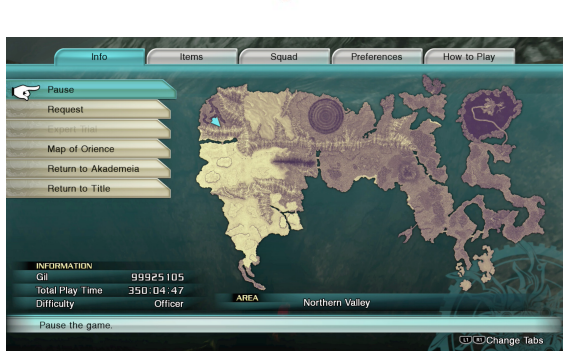
1
Start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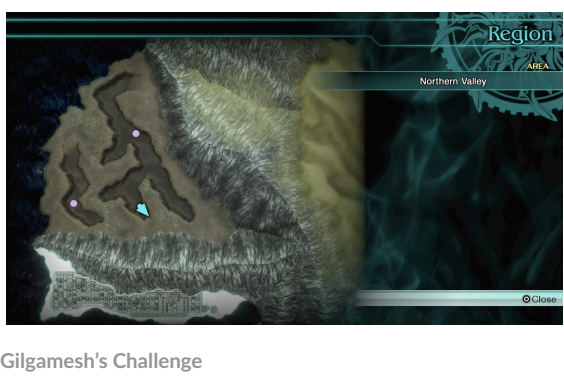
Change Tabs


Region
Northern Valley
Close

Gilgamesh's Challenge

Note

Enemy Level: 65

Somewhere in the world, a tear in the fabric of reality can be found where Gilgamesh awaits challengers. You can obtain powerful weapons by accepting his challenge and successfully defeating him.

Gilgamesh's portal will first be accessible near the Black Tortoise Crevasse by leaving the Deserted House in Chapter 4 on your third playthrough. In order for it to appear, you must have defeated Gilgamesh in previous playthroughs at the end of Chapter 6, the unidentified version of him in Chapter 8, and in the "Machina's Struggle" mission in Chapter 7 during the second playthrough.

Enter the Tear in the Fabric of Reality and Battle Gilgamesh

Tears in the fabric of reality appear on the world map during successive playthroughs after the "Machina's Struggle" mission has been completed. Coming into contact with a tear will trigger a battle against Gilgamesh. A character is chosen at random to take part in a one-on-one battle without the use of reserves—the use of Teleport Stones is prohibited as well. The only way to return to the world map is to either defeat Gilgamesh or be defeated by him.

The tears are found in four possible locations (listed in the "Locations Where A Tear in Reality Appears" note). The tear first appears at location (1) Old Lorica and rotates to the next location every time Gilgamesh is faced. When the tear is entered at the Innsmouth Region, it will restart its cycle and go back to the Old Lorica Region.

Locations Where A Tear in Reality Appears

1: Old Lorica Region

2: Azurr District

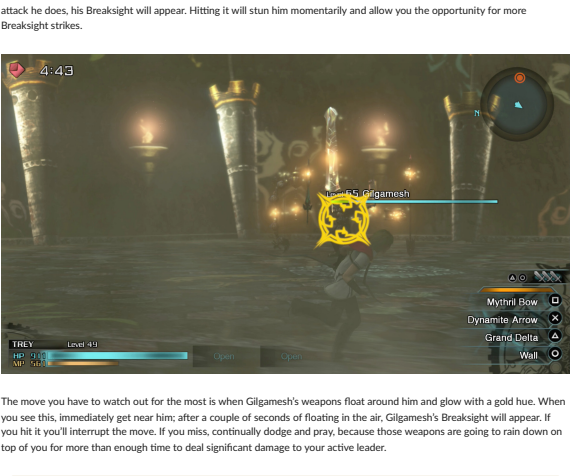
3: Rilochy Province

4: Innsmouth Region

The tears look like floating black orbs, and they only appear on the world map. Coming into contact with one will transport one random character to the Throne Room to face off with Gilgamesh.

Lv 65 Gilgamesh

Gilgamesh may now have eight arms, but the fight with him still has the same ebb and flow of your past encounters. Don't stand still at any point in this fight. His attacks are just as devastating as they've always been and now they're a bit harder to read. Constantly circling him and then waiting for an opening will make most of this fight relatively easy. After just about every attack he does, his Breaksight will appear. Hitting it will stun him momentarily and allow you the opportunity for more Breaksight strikes.


4:43
Gilgamesh
Mythril Blow
Dynamite Arrow
Grand Delta
Wall

The move you have to watch out for the most is when Gilgamesh's weapons float around him and glow with a gold hue. When you see this, immediately get near him; after a couple of seconds of floating in the air, Gilgamesh's Breaksight will appear. If you hit it you'll interrupt the move. If you miss, continually dodge and pray, because those weapons are going to rain down on top of you for more than enough time to deal significant damage to your active leader.

Special SOs Available During the Gilgamesh Battle

While you face off with Gilgamesh, you will receive special SOs during the battle.*

Combat Trial: Refrain from using magic for five minutes.

Time Limit: 5:00

Buffs: Aura (30 seconds)

Reward: Quake Killer

Deal 30,000 damage in under five minutes using your active leader.

Time Limit: 5:00

Buffs: Aura (30 seconds)

Reward: Ribbon

Land a Fire-type attack in under fifteen seconds using your active leader.

Time Limit: 0:15

Buffs: Freecast (15 seconds)

Reward: Tome of Ifrit

Land a Ice-type attack in under fifteen seconds using your active leader.

Time Limit: 0:15

Buffs: Freecast (15 seconds)

Reward: Tome of Shiva

Land a Lightning-type attack in under fifteen seconds using your active leader.

Time Limit: 0:15

Buffs: Freecast (15 seconds)

Reward: Tome of Ramuh

*The order in which SOs are received is random.

Obtain the Most Powerful Weapons by Defeating Gilgamesh

Defeating Gilgamesh will reward you with that character's best weapon. But be careful, as Gilgamesh will steal the equipped weapon if you lose. If you do not possess any other equippable weapons, Gilgamesh will not take anything.

Weapons Obtained by Defeating Gilgamesh

[Ace's Weapon] Black Trump

[Deuce's Weapon] Elysian Whistle

[Trey's Weapon] Yoichi's Bow

[Cater's Weapon] MTek-ZERO

[Cinque's Weapon] Thor's Hammer

[Sice's Weapon] Tezcatlipoca

[Seven's Weapon] Brynhildr

[Eight's Weapon] Demon Fists

[Nine's Weapon] Lance of Longinus

[Jack's Weapon] Genji Blade

[Queen's Weapon] Celestial Saber

[King's Weapon] Quicksilvers

[Machina's Weapon] Twin Excaliburs

[Rem's Weapon] Orichalcum Dirks

You'll receive the message "Completed 10 missions and earned Gilgamesh's respect" if you defeat Gilgamesh ten times. This also applies to defeating Gilgamesh during the "Machina's Struggle" story mission.

Vanquishing the Nox Suzaku

S-Rank Requirements

Time	[illegible]	Casualties
4:00	0	0-5

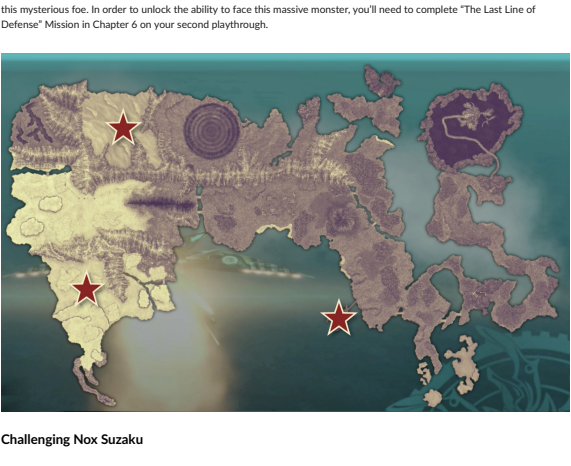
Rank Rewards

Rank	Reward
S-Rank	Crystal Shard 50%/Soul of Thamasa 50%
A-Rank	Gold Hairpin 87.5%/Crystal Shard 12.5%
B-Rank	Crystal Ring 50%/Crystal Bracelet 50%
C-Rank	Regal Crown 50%/Grand Bangle 50%

Top Secret

In true Final Fantasy form, Type-0 HD has a secret boss, named Nox Suzaku. Nox Suzaku is one of the toughest enemies you'll fight in the game, and in order to avoid spoilers while still providing you information on how to beat this monstrous creature, we've opted not to put screenshots of it at all. We've included a map showing all the locations that Nox Suzaku likes to hang out, but other than that you'll be going in blind, so to speak.

The Nox Suzaku is a large enemy that appears in the skies of Orience. You will need to use the Setzer to infiltrate and subdue this mysterious foe. In order to unlock the ability to face this massive monster, you'll need to complete "The Last Line of Defense" Mission in Chapter 6 on your second playthrough.



Challenging Nox Suzaku

Nox Suzaku appears and disappears after certain conditions have been met from your second playthrough or later. Use the Setzer to infiltrate it and commence the special "Vanquishing the Nox Suzaku" Mission. Follow the battle flow detailed in the "Defeating Nox Suzaku" section to defeat the Nox Suzaku and earn the rewards listed in this section.

Attempting to harvest Phantoma while the Nox Suzaku is present will result in the Nox Suzaku stealing the Phantoma. Be extremely careful when trying to obtain rare Phantoma. Phantoma extracted from a defeated enemy will head to the sky while the Nox Suzaku is present on the world map.

Nox Suzaku Spawn and Disappearance Conditions

Spawn Conditions:

*First Time: Harvest 500 Phantoma after completing "The Last Line of Defense" Mission in Chapter 6 in your second playthrough (does not trigger unless the Setzer has been obtained).

*All Subsequent Times: There is a 0.8% chance of the Nox Suzaku reappearing for each Phantoma harvested after having harvested 500 Phantoma after the Nox Suzaku has disappeared.

Disappearance Conditions:

*There is a 3.9% chance of the Nox Suzaku disappearing with each Phantoma it steals.

*Either successfully vanquish or be defeated by the Nox Suzaku after accepting the "Vanquishing the Nox Suzaku" Mission.

Defeating Nox Suzaku

You'll select your squad members, your equipment, and Squad Command after entering the Nox Suzaku. Eidolons are unavailable for this Mission, so be sure to select another option for your Squad Command.

The Nox Suzaku doesn't normally appear on the battle map, but if a squad member falls, it will appear for a short period of time. It will appear with a Breaksight, so be sure to land an attack as soon as possible. But defeating the other enemies will transition the battle to consecutive rounds as detailed with the chart shown here, and continuing on this path will result in failure. You must get the Nox Suzaku to appear and defeat it before reaching this point. As you need to have multiple party members perish to complete this mission, we suggest you always have one character you don't often use in your squad at all times. The Nox Suzaku will appear and attempt to harvest Phantoma when one of your squad members is defeated, so you'll want to have the unused squad member die on purpose while the remaining squad members focus on attacking the Nox Suzaku.

Landing a hit while a Breaksight is present will make the Nox Suzaku stop. It will disappear after seven seconds, so deal as much damage to it as you can before then.

Nox Suzaku Battle Flow

The battle with Nox Suzaku can be dramatically different for different people. That's because the enemies you face while fighting Nox Suzaku are somewhat random. We've included a breakdown of the potential enemies you'll encounter during the battle to help you stay on top of the fight. Keep in mind that you do not need to complete all of these waves in order to defeat the Nox Suzaku. If you kill it at any point during the fight, all remaining enemy waves will be forfeit.

Wave 1—No. of Enemies: 4

*One enemy from each of the groups A-D found in the "Enemy Group Details" note will spawn.

After four enemies have been defeated, Wave 2 will start.

Wave 2—No. of Enemies: 3

*One enemy from one of the groups (A-D) will spawn.

*One enemy from group E will spawn.

*One enemy from group F will spawn.

After three enemies have been defeated, Wave 3 will start.

Wave 3—No. of Enemies: 2

*One enemy from group F will spawn.

*One enemy from group G will spawn.

After two enemies have been defeated, enemies will cease to appear. You only need to take out Nox Suzaku to complete the Mission.

Mission Failed

If you fail to defeat the Nox Suzaku, your party will be teleported back to the world map, the Nox Suzaku will disappear, and you'll be given a Megalixir as a consolation prize.

Mission Completed

When the Nox Suzaku has been successfully vanquished, your party will be teleported back to the world map with the Nox Suzaku having disappeared after the mission results and rewards screens has displayed.

Enemy Group Details

Group A:

- The Condemned (Cater)*
- The Condemned (Eight)*
- The Condemned (Jack)*

Group B:

- The Condemned (Ace)*
- The Condemned (Cinque)*
- The Condemned (Sice)*
- The Condemned (Nine)*

Group C:

- The Condemned (Trey)*
- The Condemned (Seven)*
- The Condemned (King)*
- The Condemned (Rem)*

Group D:

- The Condemned (Supersoldier)**
- The Condemned (Dracoknight)**
- The Condemned (Agito Cadet)***

Group E:

- The Condemned (Deuce)*
- The Condemned (Queen)*
- The Condemned (Machina)*
- The Unseen (Golem)
- The Condemned (Freak)
- The Condemned (Dracobaltian)

Group F:

- The Unseen (Ifrit)
- The Unseen (Shiva)
- The Condemned (Marlboro)
- The Condemned (Adamantortoise)

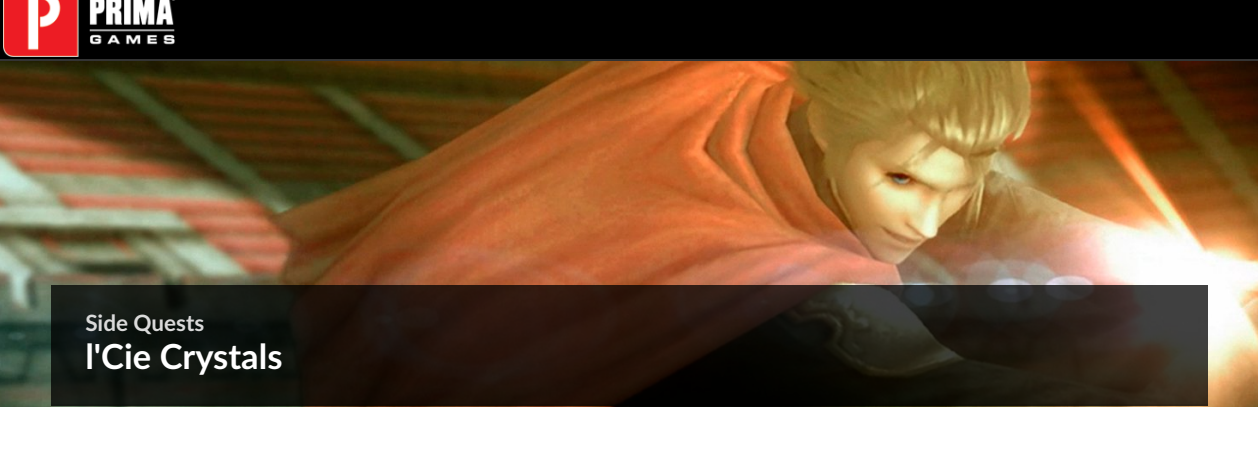
Group G:

- The Unseen (Odin)
- The Unseen (Diabolos)
- The Unseen (Bahamut)
- The Condemned (Marduk)
- The Condemned (Behemoth)

* These enemies will appear with the names of Support Personnel who have previously aided you that were defeated in a previous battle against the Nox Suzaku.

** These enemies will appear with a unique name as seen for that type of enemy unit as encountered in the game.

*** Agito Cadets will appear with their own personal names.



Side Quests

l'Cie Crystals

There are a total of forty-three l'Cie Crystals scattered all over Orience. You can take the Crystals to Atra in Iscah (at the end of the path the mayor is on) and he will tell you a little bit about them. He will also reward you for collecting the Crystals by giving you the access to accessories in his shop in the Night Bazaar. (Talk to the mayor after helping him get back his stolen item and he'll ask you if you want to be transferred to the Night Bazaar.) These accessories are extremely powerful, but are also extremely expensive, break, and prevent any character wearing them from gaining EXP.

1. l'Cie Mizu'a's Crystal

After retaking McTighe in Chapter 2, talk to the mayor of McTighe, then talk to all of the citizens. (You'll need to check all of the doors lining the walls of McTighe too.) Once all the citizens have gathered, talk to the mayor again and he'll give you the l'Cie Crystal for your help.

2. l'Cie Kayahara's Crystal

Found on the ground in the center of the town of Corsi.

3. l'Cie Yu'u's Crystal

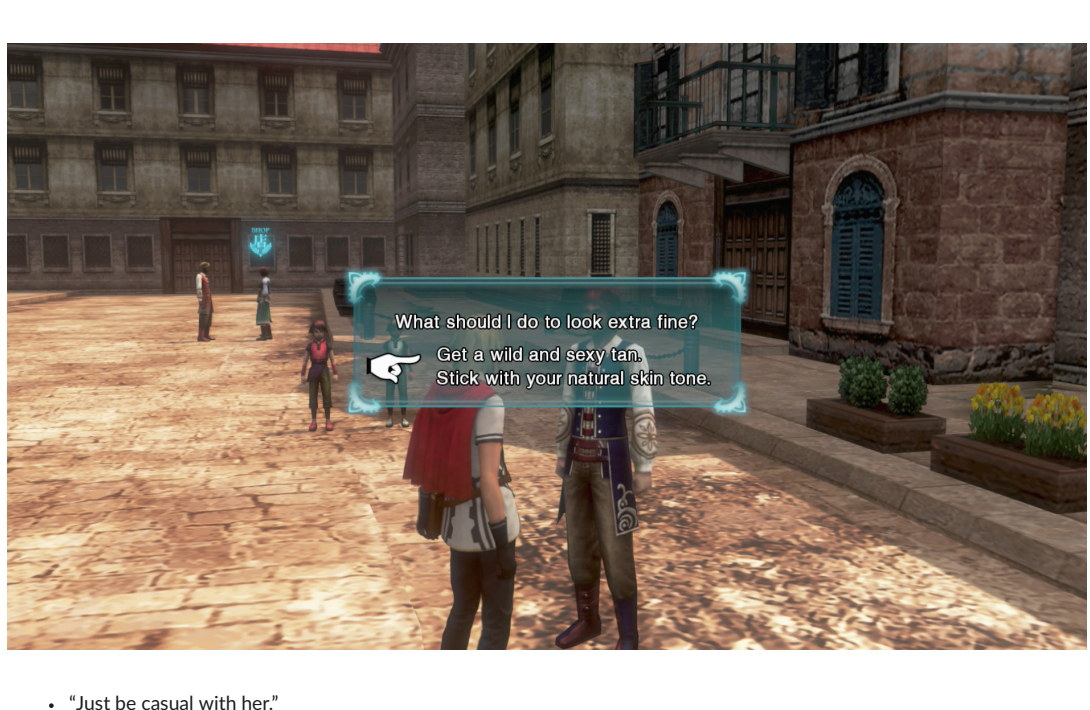
This Crystal is obtained in Aqvi in the Rubrum Region. Talk to the girl named Nazuna, who is standing under the tree, two times. Once you've done that, speak with one of the three children that are also standing near the tree. If you talk to Nazuna again, she'll run away.Head to Aqvi's entrance and talk to the Dominion Tribune. The Tribune will give you a letter for Nazuna. Take the letter to Nazuna and she'll thank you by giving you l'Cie Yu'u's Crystal.

4. l'Cie Lazuline's Crystal

This Crystal is obtained in Keziah in the Togoreth Region. Talk to the Dominion Quaestor at Keziah's entrance and she'll ask you to deliver missives to every house in the town. The Quaestor will only have you deliver one missive at a time, so once you deliver one, head back to her to grab another. You'll need to do this a total of ten times in order to earn the Crystal. On the tenth missive, you'll need to speak to the townspeople to get a hint as to who the letter belongs to before you'll be able to deliver it. Once the final missive has been delivered, head back to the Quaestor and speak with her to get the l'Cie Crystal.

5. l'Cie Yuka's Crystal

This Crystal is obtained in Mi-Go in the North Togoreth Region. After entering Mi-Go, you'll see four men in the far-right corner ahead of you. They are all looking for advice on how to attract women. Answer their questions with the answers below to receive the l'Cie Crystal.



What should I do to look extra fine?
Get a wild and sexy tan.
Stick with your natural skin tone.

- "Just be casual with her."
- "With a friendly 'Heya!'"
- "Smart colors, like a suave navy."
- "Get a wild and sexy tan."

6. l'Cie Shamhat's Crystal

This Crystal is obtained in Iscah. Talk to the mayor in the center of town near the treasure chest two times. As soon as you start the second conversation, the kid standing next to the mayor at the treasure chest will steal its contents and take off up the stairs. Follow the kid until he stops running, then head back to the mayor. Agree to help the mayor find the stolen item, then talk to the kid again. Demand that the kid return the stolen item to the mayor and he'll inform you that he has lost it. Head back to the mayor and then head down the path until you reach the giant Lorican named Atra. Atra is the guy you turn your l'Cie Crystals in to for rewards. If you talk to him twice he'll tell you that he had the stolen item, but a giant, yellow monster stole it. He's referring to a chocobo. Head up the stairs just past the mayor and take a right once you reach the top. At the end of the path is a Dominion Legionary and his chocobo. Talk to him and ask to "inspect" his chocobo and he'll give you the item. Talk to the mayor again and he'll give you the l'Cie Crystal as a thanks for helping him retrieve the item.

7. l'Cie Maona's Crystal

Dominion Citizen

Pssst! Hey. What's the word, Vermilion Bird? Most folks know me as the Scoop Scavenger. I travel the world in search of a good secret. Speaking of which...

This Crystal is obtained in Rokol in the Iscah Region. Talk to the Dominion Citizen on the corner ahead of where you enter the town and he'll ask you for some juicy secrets about the Dominion Legionaries occupying Rokol. Talk to each of the Legionaries in Rokol and the Quaestor at the town's entrance, then return to the Dominion Citizen and report your findings. He will reward you with the l'Cie Crystal as thanks.

8. l'Cie Kanna's Crystal

So, how would you describe the shape of its base?
It's rectangular.
It's hexagonal.

This Crystal is obtained in Toguagh in the Eibon Region. Speak to the man sitting with the kid standing next to him. He'll tell you he is an artist, but he is near blind. He wants to draw the monument in the center of Toguagh, but he needs it to be described to him, so he can create a mental picture of it. Tell him "It's hexagonal," "About thirty feet," and it's "Granite gray," and he'll reward you by giving you l'Cie Kanna's Crystal.

9. l'Cie Suzusu's Crystal

This l'Cie Crystal is obtained in Meroë in the Iscah Region. In the alley on the east side of town.

10. l'Cie Ehm's Crystal

This l'Cie Crystal is obtained in Cetme. It can be found behind the Dominion Tribune at the top of Cetme's fourth flight of stairs.

11. l'Cie Augusta's Crystal

This Crystal in obtained in Roshana. Complete the Dominion Legionary Subaru's (in the northeast corner of town) Task to defeat fifteen Mandragoras around Roshana (found on the plains, not the forests), then talk to the Dominion Quaestor at the base of the ramp below Subaru. Head up the ramp on your right and then take another right to reach another Dominion Legionary. Talk to the Legionary to get him to move. The l'Cie Crystal is underneath his feet.

12. l'Cie Caelan's Crystal

This Crystal is obtained in Rama in the Roshana Province. Complete Yukisato's Task to gain entrance to the town. Talk to the Kingdom Citizen standing in front of the gate ahead and you'll be asked to give the proper countersign. The answer changes every time you visit the city and you'll have two tries with every visit. If you get the answer wrong twice, you'll have to leave, then return to try again. The Kingdom Citizen on the right upon entering the town will give you a hint as to what the answer is with each visit. For example, "My niece took third place..." means that the answer is the third one on the list. After getting the proper countersign the Kingdom Citizen will open the second gate. You must complete the question process with the correct answers five times in a row in order to get the Crystal. After the fifth correct answer, the eastern gate will drop and the l'Cie Crystal will be sitting on the ground.

13. l'Cie Jögge's Crystal

This Crystal is obtained in Bazz in the West Nesher District. Head down the stairs on the far side of town, then look in the alcove on your immediate right to find the l'Cie Crystal.

14. l'Cie Anatidus's Crystal

This Crystal in obtained in Shakara in the Rilochy Province. Head up the ramp on the left side of town and accept the Task. Complete the Task and then talk to the female Kingdom Citizen who is near the gate on the same ramp as Ametsuchi and tell her "Oh, that sounds interesting." Talk to her until she talks about a gemstone. Head up the ramp on the right side of town and talk to the male Kingdom Citizen on the right side of the platform. He'll ask for twenty Hi-Potions. Indulge him and he'll give you the l'Cie Crystal.

15. l'Cie Daphnia's Crystal

This Crystal is obtained in Rilochy. Head into town and stand at the back of the line in front of the gate. After about five seconds, the gate will open. Go straight and talk to the priestess at the end of the corridor and donate 100 Gil. Leave the town and repeat this process until you've donated 1000 Gil. To show gratitude for your support, the priestess will give you l'Cie Daphnia's Crystal.

16. l'Cie Albus's Crystal

This l'Cie Crystal is obtained in Amiter in the Dragon Sanctuary. Complete Otokusa's Task, then wait outside of town for the world map to get foggy. Once the fog appears, re-enter Amiter and you'll find two Tonberries. Speak with the Tonberry over on the last ramp to the right and it will give you the l'Cie Crystal.

17. l'Cie Alöe's Crystal

This Crystal is obtained in Azurr. Complete Okita's Task to receive the MPV-B2 Trunk Key. After completing the Task talk to the Dominion Citizen looking for his keys. The doors in the back of the vehicle will open and there you will find the l'Cie Alöe's Crystal.

18. l'Cie Erragal's Crystal

Found in Ultima Ground Zero area 9 in the Old Lorica Region.

19. l'Cie Kaimanu's Crystal

Found in Mount Jubanla area 10 in the Jubanla Region.

20. l'Cie Urshanabi's Crystal

Found in Bethnel Caverns area 10 in the Meroë Region.

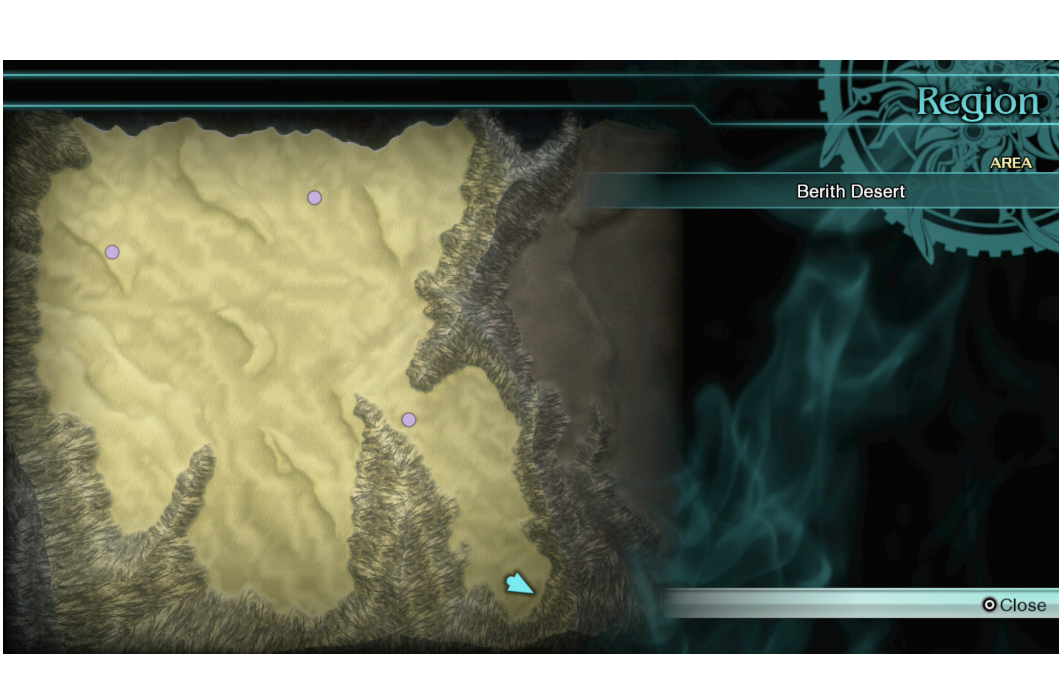
21. l'Cie Satori's Crystal

Found inside the cockpit of the Setzer in the Silent Key, the southern point of the Veill Desolands.

22. l'Cie Yugino's Crystal

This Crystal is obtained in Akademia. The Cactuar that randomly appears in the Terrace, Airship Landing, or Chocobo Ranch has a chance of dropping this l'Cie Crystal.

23. l'Cie Siduri's Crystal



This l'Cie Crystal is obtained in the Berith Desert. Look on the ground in the southeast corner of the Berith Desert to find the l'Cie Crystal.

24. l'Cie Nimrud's Crystal

Found inside the Valley of Monsters area 6, in the Northern Valley. You need the airship Setzer to reach the Northern Valley and this l'Cie Crystal.

25. l'Cie Clareus's Crystal

Found near the grass on the east side of Innsmouth Coast in the Innsmouth Region.

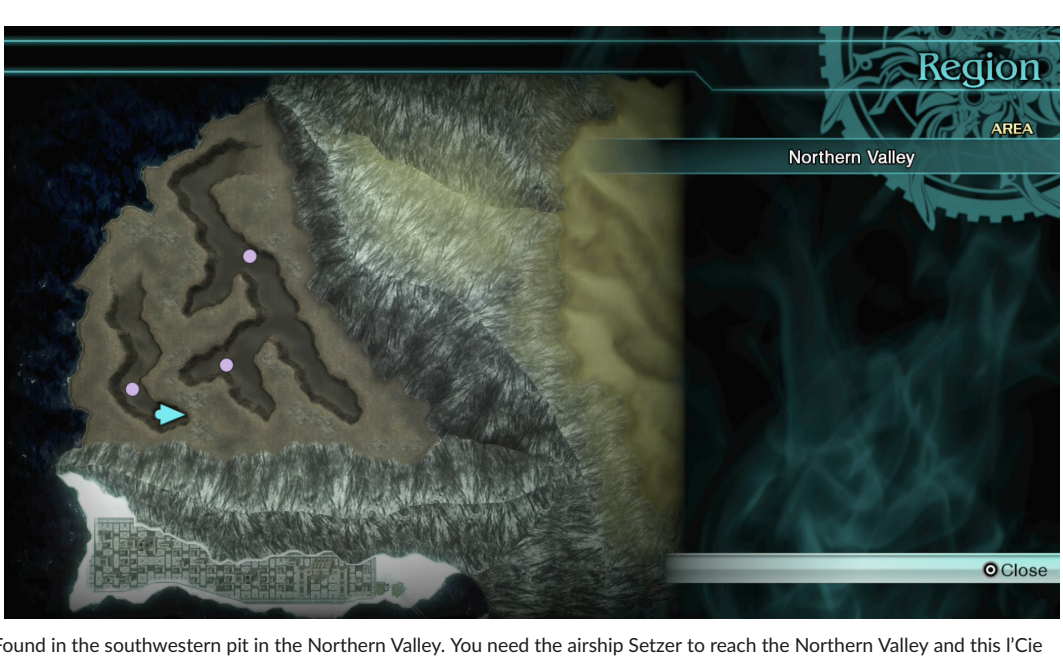
26. l'Cie Anshar's Crystal

Found just past the Relic Terminal in the Deserted House in the Old Lorica Region.

27. l'Cie Tagisu's Crystal

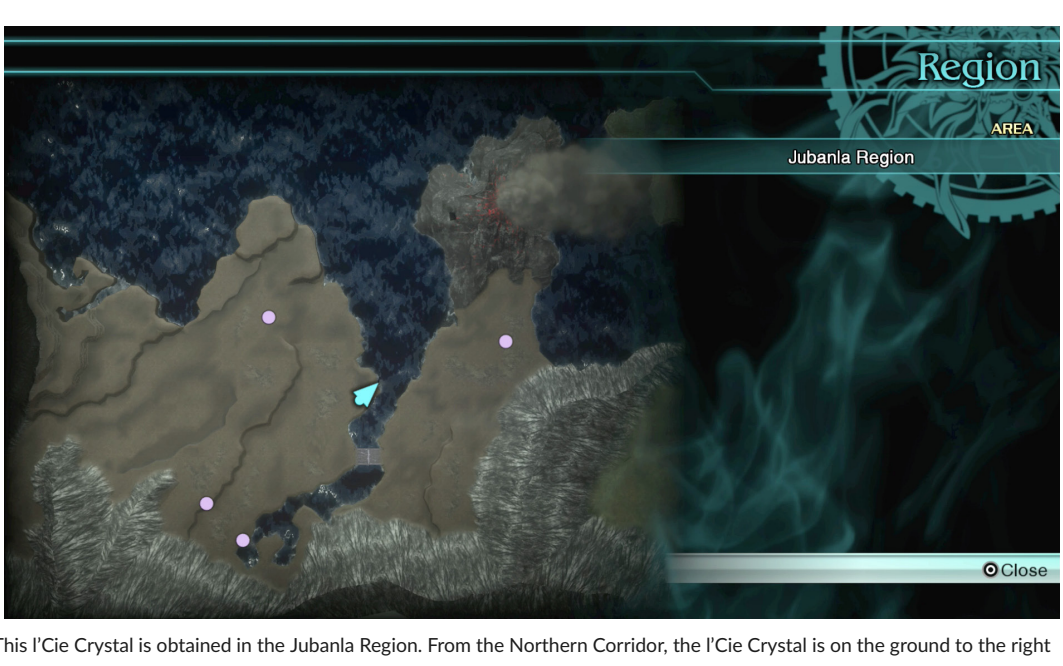
Found in the Tower of Agito area 8 in the Eibon Region. You need the airship Setzer to reach the Tower of Agito and this l'Cie Crystal.

28. l'Cie Enlil's Crystal



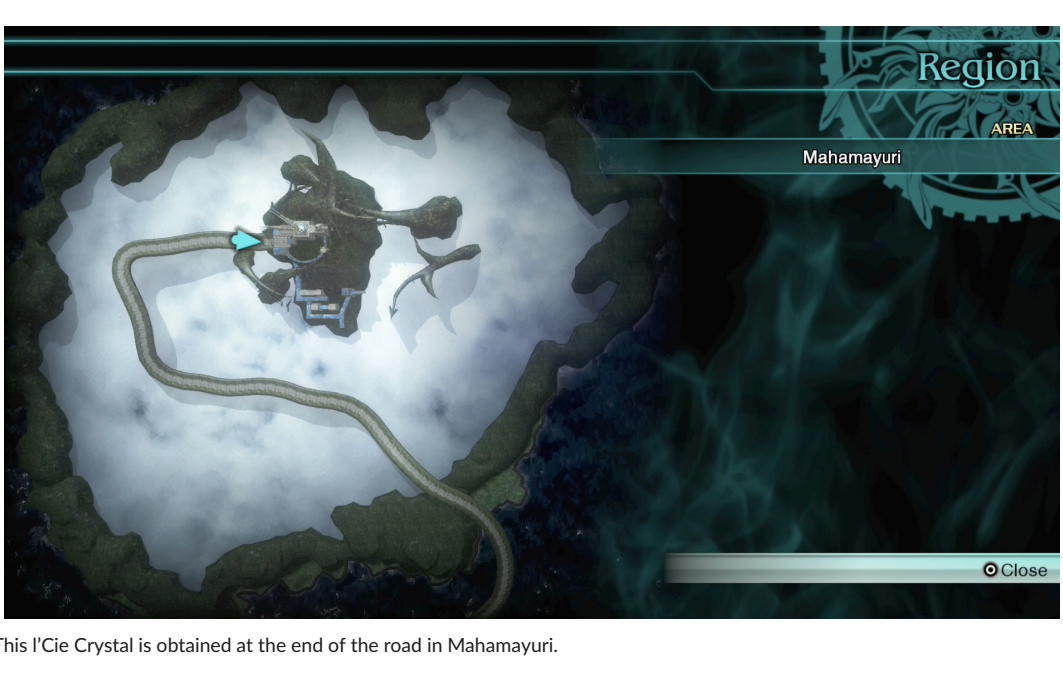
Found in the southwestern pit in the Northern Valley. You need the airship Setzer to reach the Northern Valley and this l'Cie Crystal.

29. l'Cie Ziusudra's Crystal



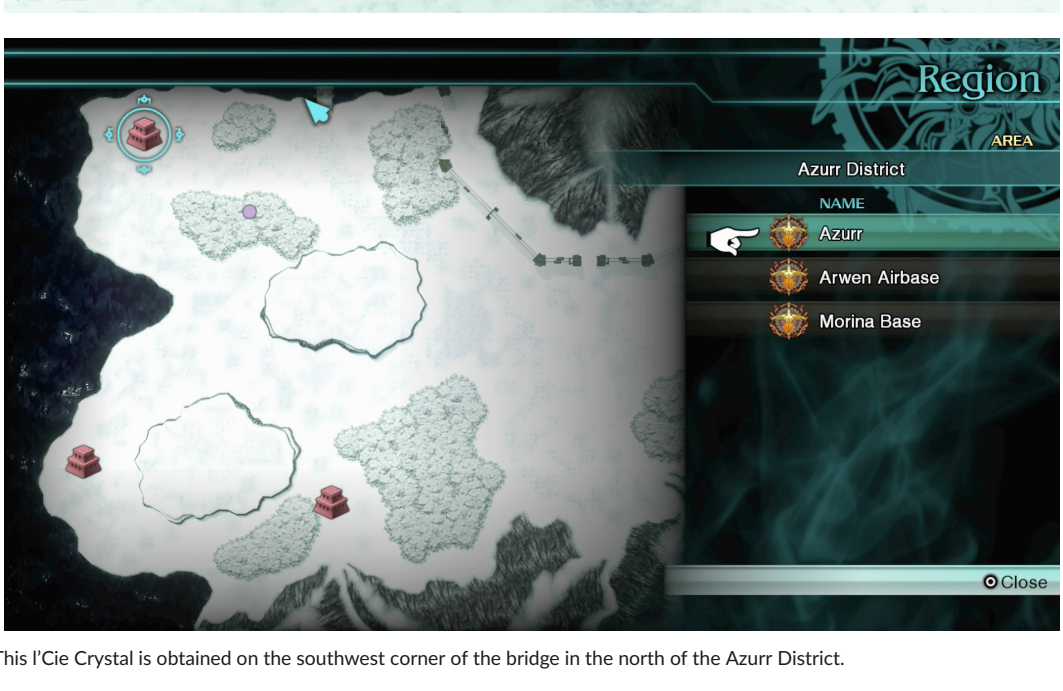
This l'Cie Crystal is obtained in the Jubanla Region. From the Northern Corridor, the l'Cie Crystal is on the ground to the right after crossing the bridge.

30. l'Cie Vesta's Crystal



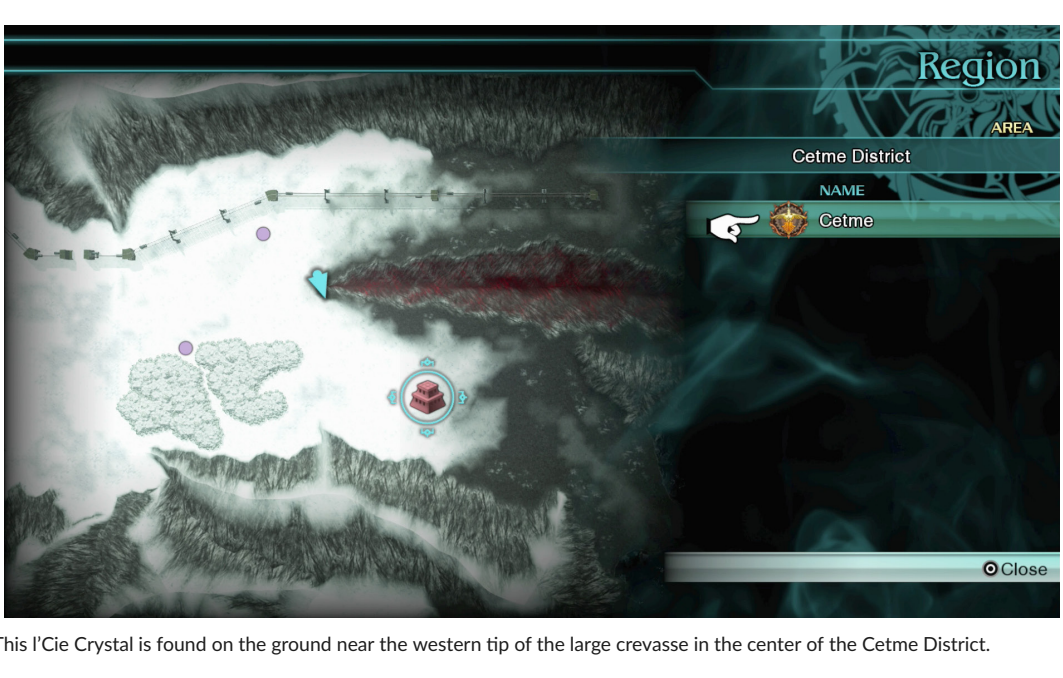
This l'Cie Crystal is obtained at the end of the road in Mahamayuri.

31. l'Cie Wehrer's Crystal



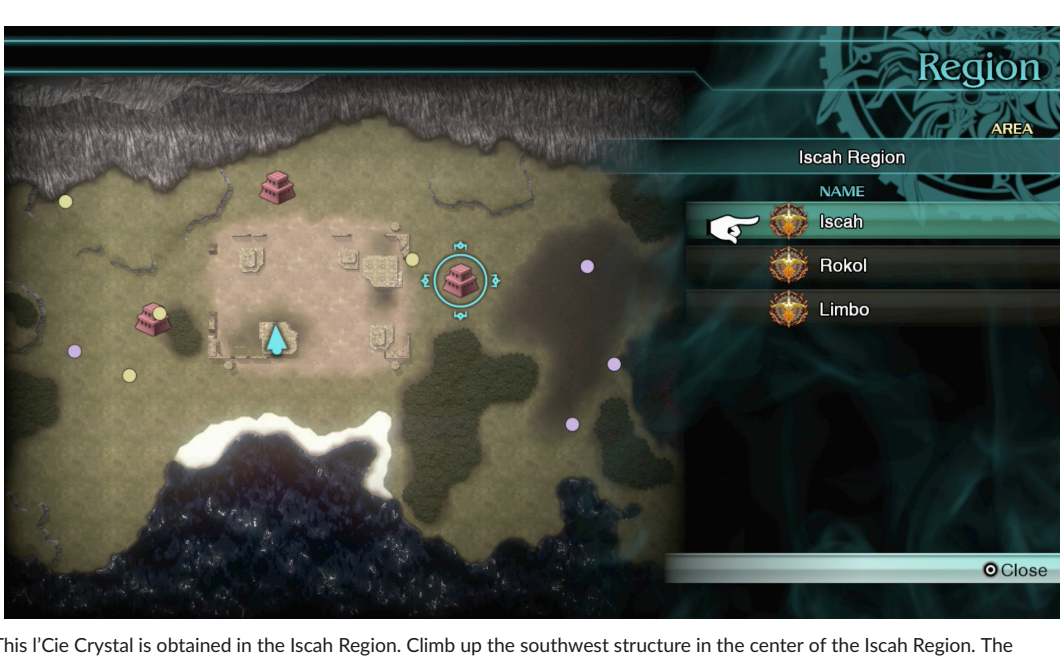
This l'Cie Crystal is obtained on the southwest corner of the bridge in the north of the Azurr District.

32. l'Cie Theo's Crystal



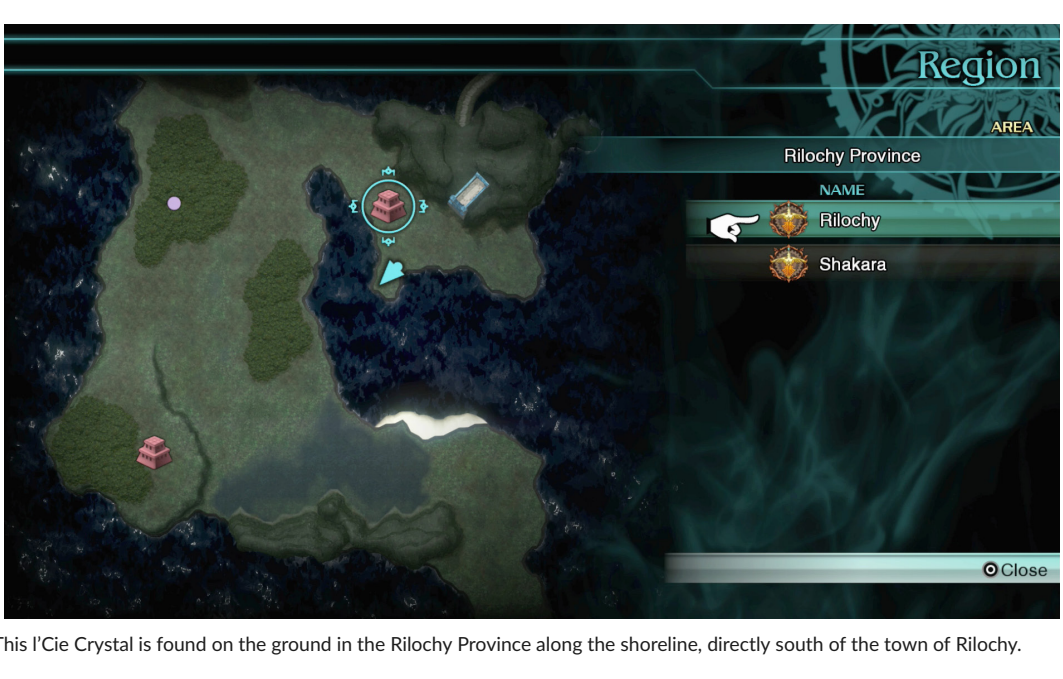
This l'Cie Crystal is found on the ground near the western tip of the large crevasse in the center of the Cetme District.

33. l'Cie Rino'i's Crystal



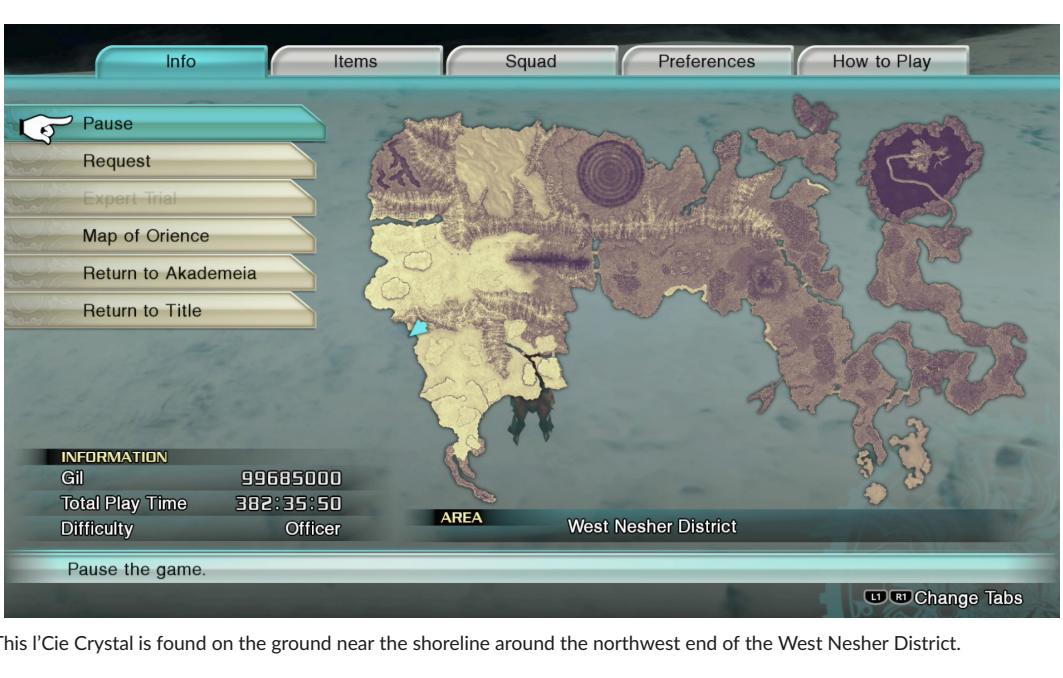
This l'Cie Crystal is obtained in the Iscah Region. Climb up the southwest structure in the center of the Iscah Region. The Crystal in top of that structure.

34. l'Cie Argenia's Crystal



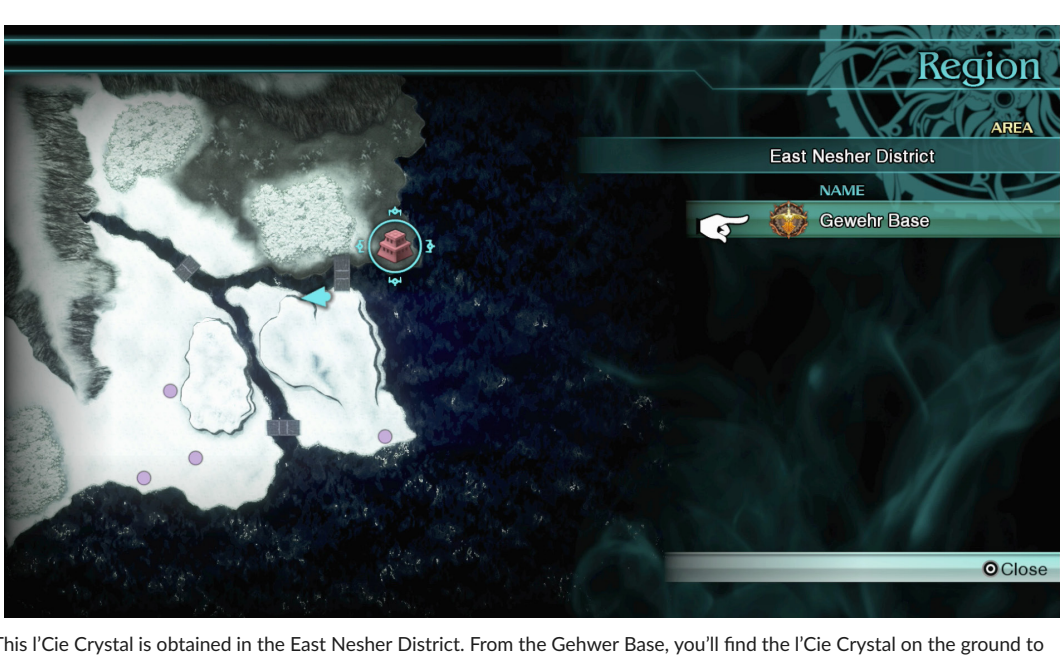
This l'Cie Crystal is found on the ground in the Rilochy Province along the shoreline, directly south of the town of Rilochy.

35. l'Cie Rhiane's Crystal



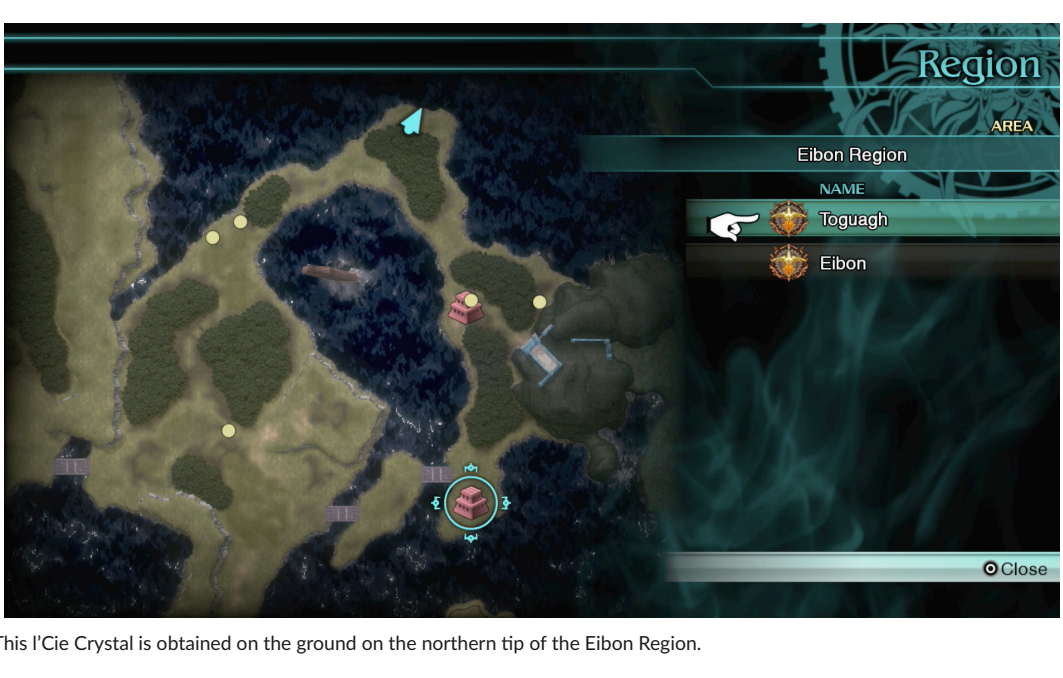
This l'Cie Crystal is found on the ground near the shoreline around the northwest end of the West Nesher District.

36. l'Cie Jorug's Crystal



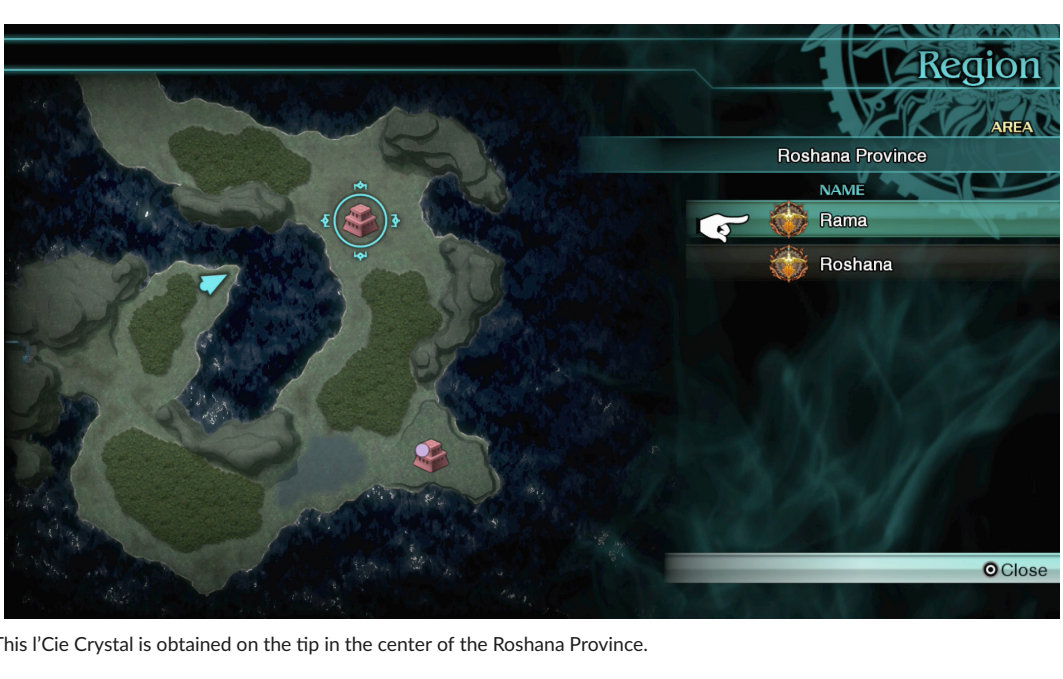
This l'Cie Crystal is obtained in the East Nesher District. From the Gehwer Base, you'll find the l'Cie Crystal on the ground to the southwest of the nearby bridge.

37. l'Cie Kiyosaki's Crystal



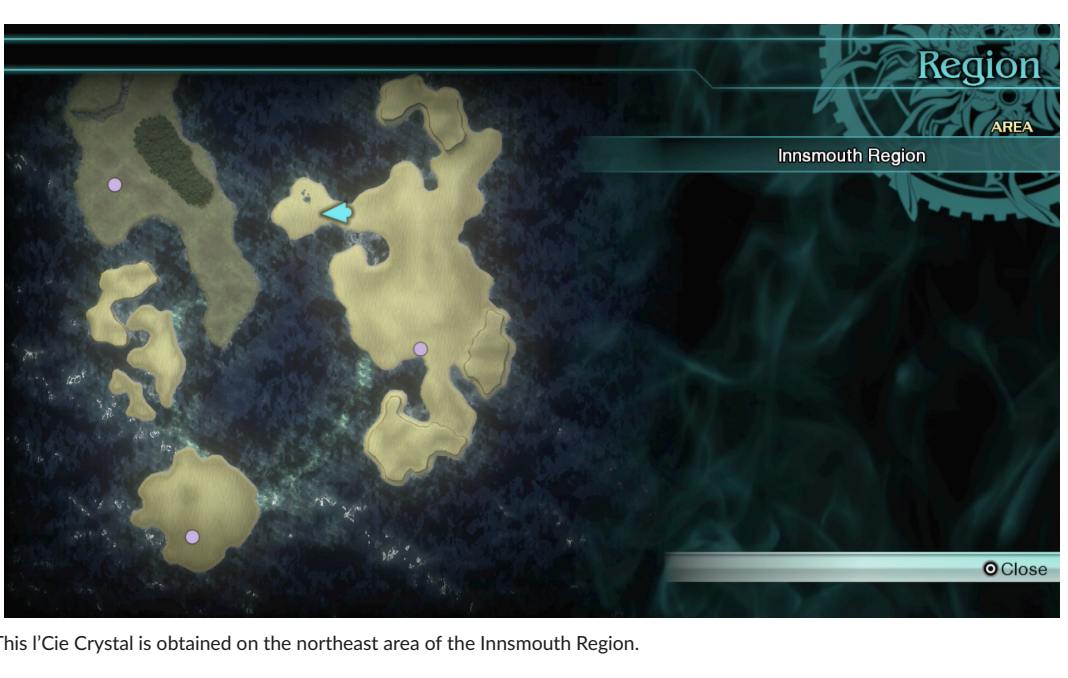
This l'Cie Crystal is obtained on the ground on the northern tip of the Eibon Region.

38. l'Cie Tenebra's Crystal



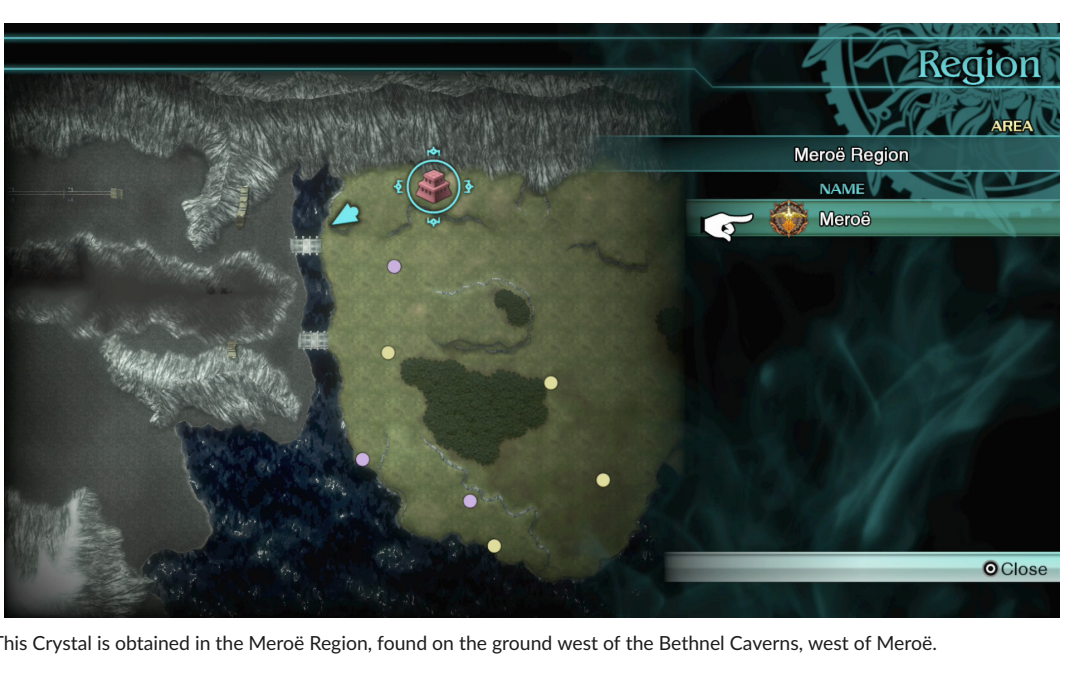
This l'Cie Crystal is obtained on the tip in the center of the Roshana Province.

39. l'Cie Aarmad's Crystal



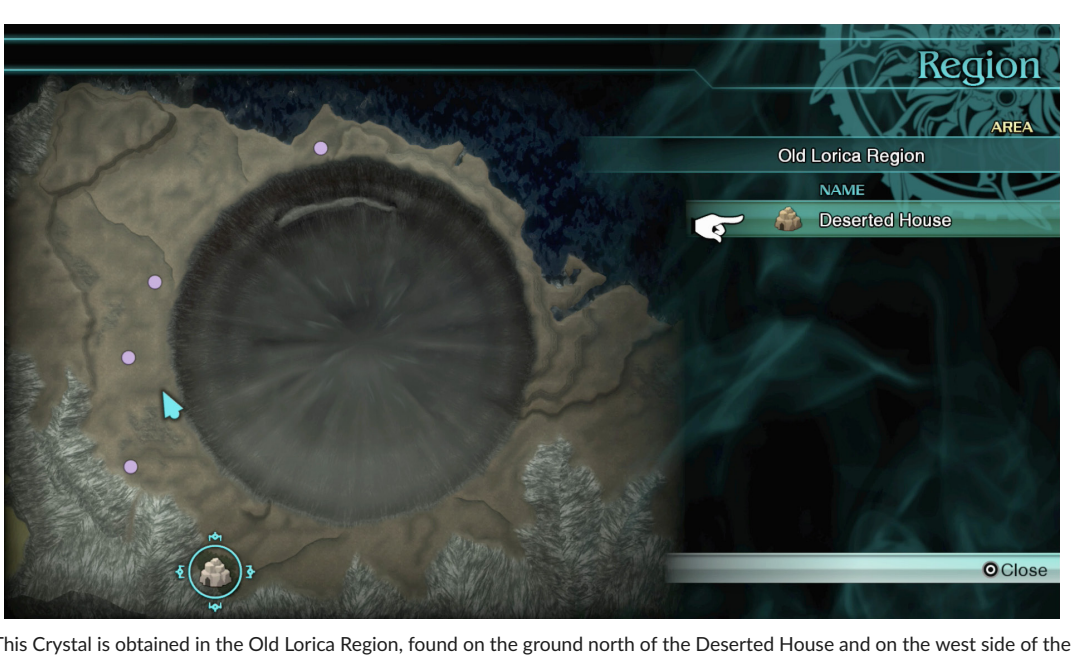
This l'Cie Crystal is obtained on the northeast area of the Innsmouth Region.

40. l'Cie Caetuna's Crystal



This Crystal is obtained in the Meroë Region, found on the ground west of the Bethnel Caverns, west of Meroë.

41. l'Cie Qun'mi's Crystal



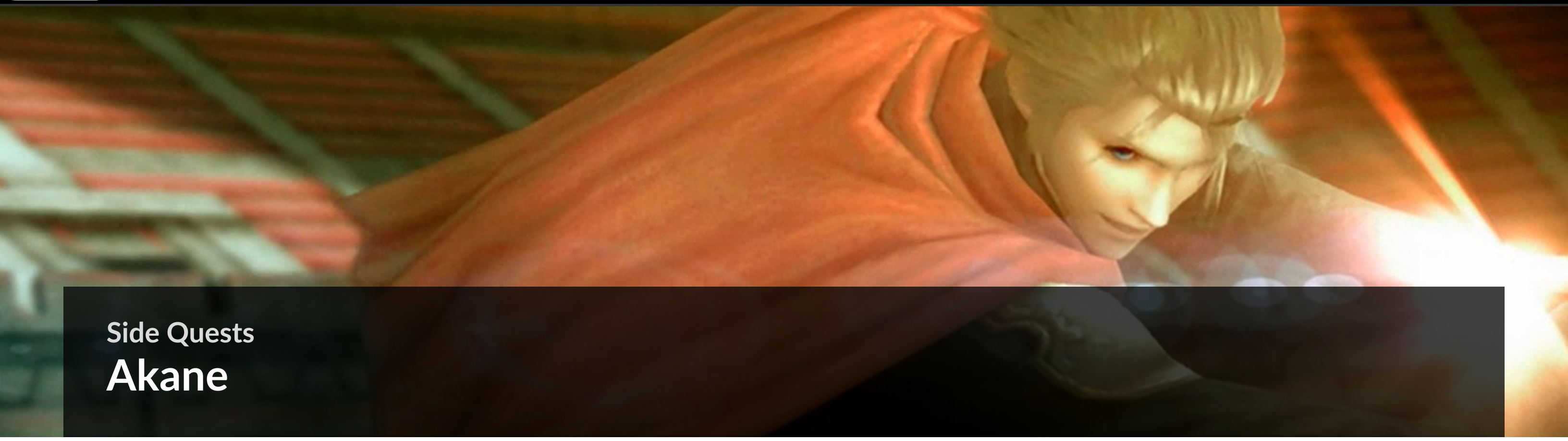
This Crystal is obtained in the Old Lorica Region, found on the ground north of the Deserted House and on the west side of the blast site.

42. l'Cie Rem's Crystal

This Crystal is obtained in Chapter 8, found on the ground in the center of area 34 of Pandæmonium.

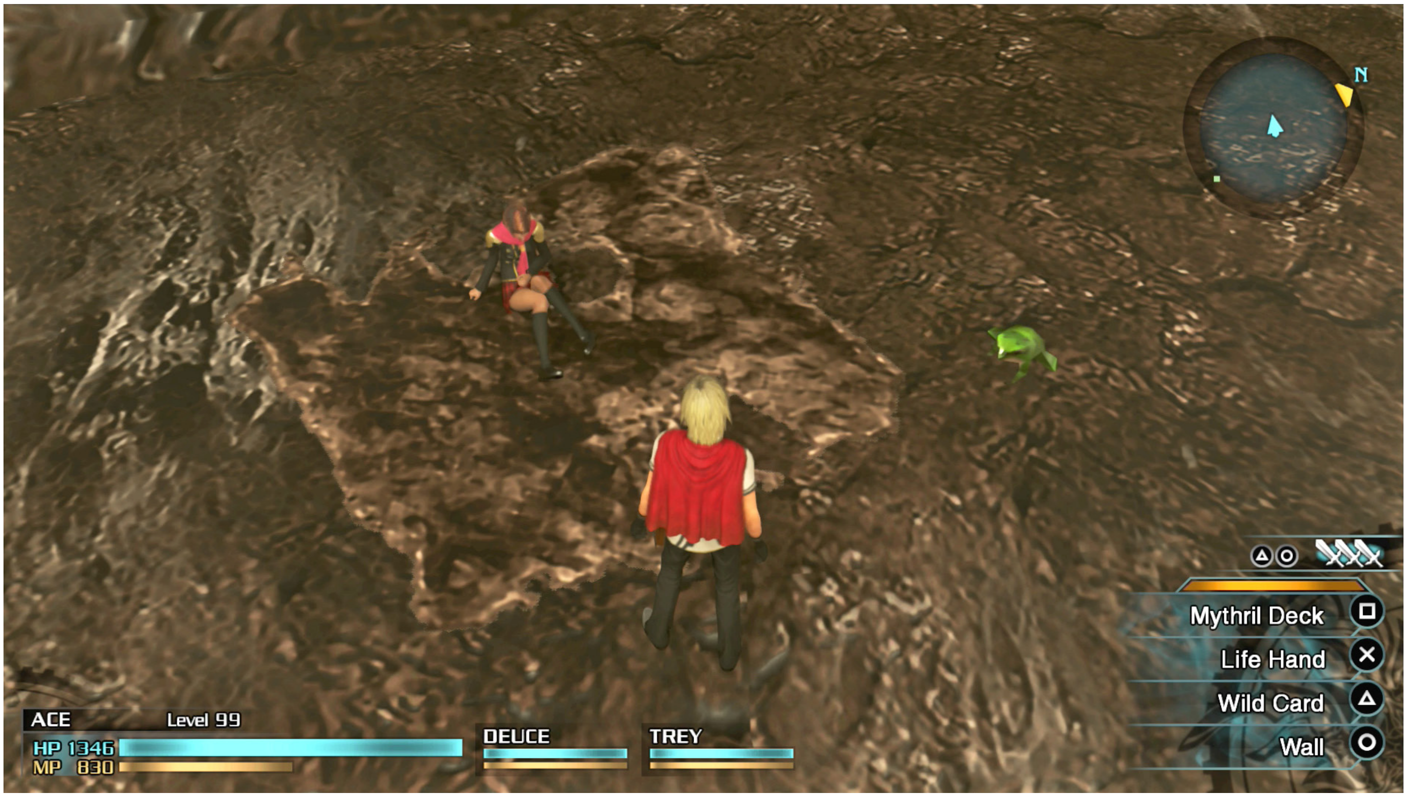
43. l'Cie Machina's Crystal

This Crystal is obtained in Chapter 8, found on the ground in the center of area 34 of Pandæmonium.



Side Quests

Akane



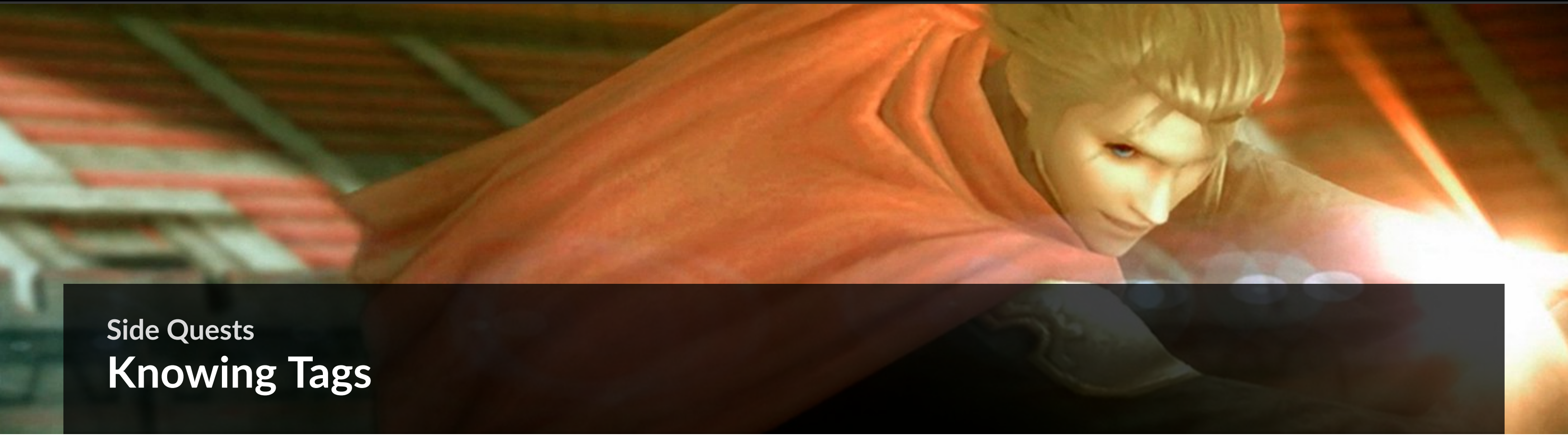
An Akademeia cadet named Akane can be found in some of the optional dungeons scattered around Orience. It seems that she has run into a bit of trouble. Or rather, her boyfriend did when he was turned into a frog by unexplained means. Now Akane is on a quest to cure her boyfriend. She'll gladly help you out along the way—that is, if you have Phantoma or Gil. The list below is where you can find Akane (in area 1 of all listed locations) and what she'll have to offer when you speak with her.

Corsi Cave (Rubrum Region): She doesn't have anything to offer here.

Black Tortoise Crevasse (Old Lorica Province): She'll trade you an ATK Enhancer for forty Rouge Phantoma.

The Valley of Monsters (Northern Valley): She will sell you Cerise, Smalt, Jasmine, and Ivy Phantoma for 3000 Gil apiece.

Bethnel Caverns (Meroë Region): She'll trade you a DEF Enhancer for forty Smalt Phantoma.



Side Quests

Knowing Tags

The Knowing Tags you see scattered all over Orience can be given to the Moogle in the Entrance Hall in Akademeia for items. The number of Knowing Tags you turn in all at once determines what item you get. For example: If you only turn in one to nine Knowing Tags at a time, you'll only receive a Potion every time. If you turn in ninety-nine Tags all at once, you'll receive a Phoenix Pinion. Read the "Knowing Tag Rewards" table for a breakdown of exactly what you'll get for trading in Knowing Tags.

Knowing Tag Rewards

Number of Tags	Reward
1–9	Potion
10–19	X-Potion
20–39	X-Ether
40–59	Dominion Helmet
70–79	Megalixir
80–98	Phoenix Down
99	Phoenix Pinion

Chocobo Breeding

You'll find plenty of chocobos roaming around Orience during your travels, but if you want to make higher quality, rarer chocobos you'll need to breed them. This section of the guide is a breakdown of what Greens and chocobos you'll need in order to create the best, strongest, and fastest chocobos in the game.

Chocobo Sexes

There are no noticeable differences between male and female chocobos. You need one male and one female chocobo in order to breed more chocobos, however.

Each chocobo has its strengths and weaknesses, but those are only relevant during the RTS missions. Chocobos will do different amounts of damage and take different amounts of damage from enemies in RTS missions. Choose the chocobo that's right for each situation. For instance, a Fleetfoot Chocobo is perfect for traversing the world map or swiftly getting from one side of the battlefield to another, but you should reconsider if you want to try and fight enemies while riding on top of one of these birds. On the flipside, Assault Chocobos are excellent combatants and will more than gladly kick the stuffing out of enemies during an RTS mission. You'll more than likely cycle between different chocobos, so always have a wide variety and a large supply of chocobos on hand as often as you can manage.

Chocobo Types and Breeding Methods

Name	Description	How to Breed/Where to Find	Which Greens	Note
Chocobo	A run-of-the-mill chocobo that can be found all over Orience	Chocobo + Chocobo	None	Found anywhere chocobos are roaming
War Chocobo	A chocobo that is difficult to take down	Chocobo + Chocobo	Gysahl Greens	—
Combat Chocobo	A chocobo with decent offensive abilities	War Chocobo + Chocobo or War Chocobo + War Chocobo	Gysahl Greens for both pairings	—
Assault Chocobo	A chocobo with strong offensive abilities	Combat Chocobo + Combat Chocobo	Gysahl Greens	—
Swiftwind Chocobo	A chocobo with extremely strong offensive abilities	Combat Chocobo + Combat Chocobo	Mimett Greens	—
Fleetfoot Chocobo	A chocobo that is fast but easily defeated	Found in the Jubanla Region	None	—
Turbo Chocobo	A chocobo that is extremely fast but easily defeated	Chocobo + Fleetfoot Chocobo or Fleetfoot Chocobo + Fleetfoot Chocobo	Pahsana Greens for both pairings	—
Sonic Chocobo	A fast, sturdy chocobo	Turbo Chocobo + Turbo Chocobo	Gysahl Greens	—
Supersonic Chocobo	A sturdy chocobo that is extremely fast	Sonic Chocobo + Sonic Chocobo	Mimett Greens	—
Sidestepping Chocobo	A weak chocobo that can dodge enemy attacks	Supersonic Chocobo + Supersonic Chocobo/Found in the Berith Desert	Mimett Greens	—
Evasive Chocobo	A weak chocobo that can dodge almost all attacks	Found in the Innsmouth Region	None	—
Sneaky Chocobo	A sturdy chocobo that can dodge attacks	Evasive Chocobo + Evasive Chocobo or Evasive Chocobo + Combat Chocobo	Mimett Greens for both pairings	—
Stealth Chocobo	A sturdy chocobo that can dodge attacks and hit hard	Evasive Chocobo + Evasive Chocobo or Sneaky Chocobo + Sneaky Chocobo	Reagan Greens for the first pairing, Mimett Greens for the second	—
Knight Chocobo	A chocobo with strong offensive and defensive abilities	Supersonic Chocobo + Swiftwind Chocobo or Swiftwind Chocobo + Swiftwind Chocobo	Reagan Greens for the first pairing, Sylkis Greens for the second pairing	—
Ninja Chocobo	A fast, powerful chocobo that can dodge enemy attacks	Stealth Chocobo + Stealth Chocobo or Stealth Chocobo + Swiftwind Chocobo	Sylkis Greens for both pairings	—
Master Chocobo	A chocobo among chocobos with exceptional abilities	Ninja Chocobo + Ninja Chocobo or Knight Chocobo + Ninja Chocobo	Sylkis Greens for both pairings	—

Greens

Name	Description
Gysahl Greens	Leafy vegetables that increase the chances of hatching a different type of chocobo
Krakka Greens	Leafy vegetables that greatly increase the chances of hatching a different type of chocobo
Tantal Greens	Leafy vegetables that make a chocobo chickling take after its father
Pahsana Greens	Leafy vegetables that make a chocobo chickling take after its mother
Curiel Greens	Leafy vegetables that increase the number of chocobos hatched
Mimett Greens	Leafy vegetables that increase the chances of hatching a good chocobo
Reagan Greens	Leafy vegetables that greatly increase the chances of hatching a good chocobo
Sylkis Greens	Leafy vegetables that maximize the chances of hatching a good chocobo
Gyzahl Greens	Leafy vegetables that increase the chances of hatching a whole flock of chocobos

ケアル
ファイアR
メイス

Phantoma

Introduction

As you likely well know by now, Phantoma is obtained from most enemies after they are defeated. This section of the guide will focus on more of the specific details of Phantoma: their drop rates, who drops them, and where you can buy them.

Specific Phantoma rarely appear from any specific enemies. Instead, the Phantoma you receive from a defeated enemy will vary depending on which character you use, what weapon, what skills or magic, or whether the enemy is associated with a specific element.

Phantoma

Phantoma Harvested from Enemies Changes Based on Various Factors

Phantoma can be harvested from any defeated enemies (excluding the ones that are listed in the “Conditions Where Phantoma is Not Obtained from Defeated Enemies” note). The type of Phantoma obtained is determined as detailed in the chart below, but factors such as enemy type, level, and how the enemy was defeated (finishing blow) affects the Phantoma type. For example, defeating an enemy that possesses the power of fire with a fire-based attack makes it more likely to obtain Red Phantoma from the enemy. For “wild” monsters, the monster type affects not only the type of Phantoma obtained, but the item they drop as well.

Conditions Where Phantoma is Not Obtained from Defeated Enemies

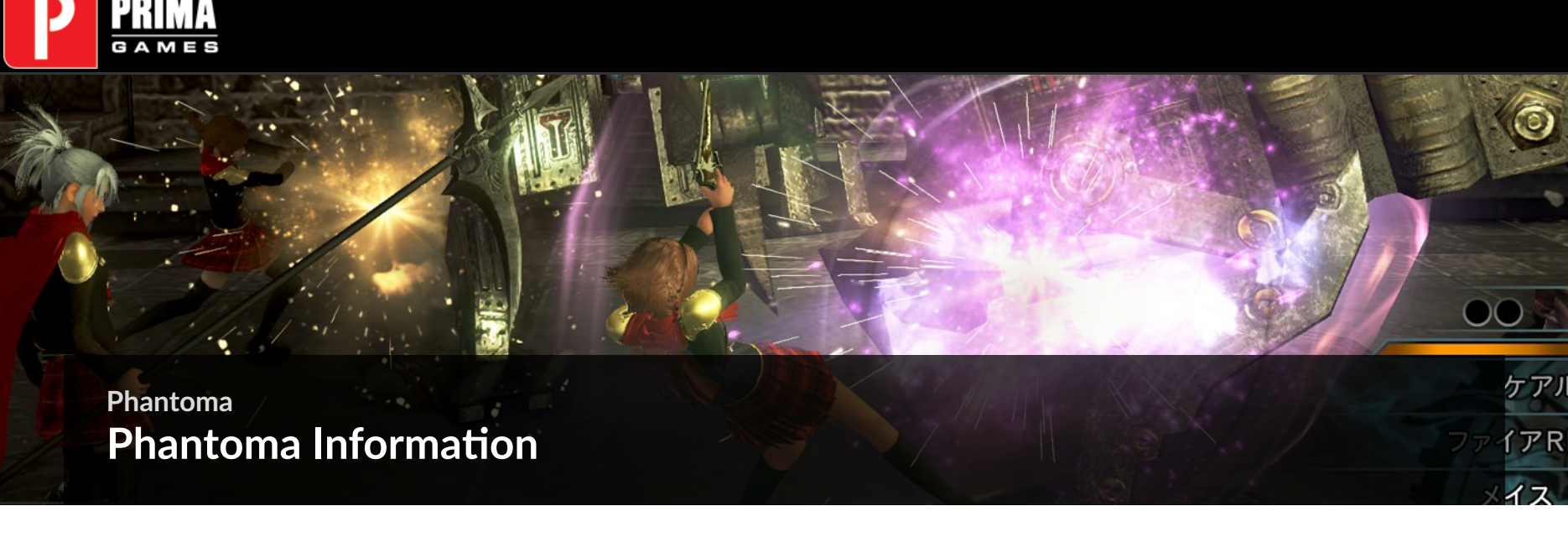
Defeating enemies that do not possess Phantoma, such as Martinets and Panjandrums, and most boss-type enemies.

Leaving defeated enemies alone for a set period of time and they disappear.

Defeating enemies over an area where there is no floor.

Defeating enemies using Rem’s “Siphon Sphere” or “Siphon Delta” abilities.

When the Nox Suzaku is present on the world map.



Phantoma

Phantoma Information

Red Phantoma

Name	Effect/Use	How to Obtain	Purchase Price	Sell Price
Red	For general fire magic, Blizzard RF, and Thunder RF enhancement.	Harvested from defeated enemies; Shops: Corsi, Toguagh	1000	100
Magenta	For general fire magic, Blizzard RF, Thunder RF, and Meteor enhancement.	Harvested from defeated enemies; Shops: Rama, Rilochy	2000	200
Cerise	For general fire magic, Blizzard RF/RF-II, Thunder RF, Thunder SHG-II, and Meteor enhancement.	Harvested from defeated enemies; Shops: Valley of Monsters	3000	300
Rouge	For general fire magic, Blizzard RF/RF-II, Thunder RF, Thunder SHG-II, and Meteor enhancement.	Harvested from defeated enemies	N/A	500
Cinnabar	For general fire magic, Blizzard RF-II, and Meteor enhancement.	Mission: 8-1 (on floor); Harvested from defeated enemies	N/A	800

Blue Phantoma

Name	Effect/Use	How to Obtain	Purchase Price	Sell Price
Blue	For general ice magic and Death enhancements.	Harvested from defeated enemies; Shops: Corsi, Toguagh	1000	100
Cyan	For general ice magic, Fire BOM/BOM-II, Thunder BOM/BOM-II, and Death enhancements.	Harvested from defeated enemies; Shops: Rama, Rilochy	2000	200
Smalt	For general ice magic, Fire BOM/BOM-II, Thunder BOM/BOM-II, and Death enhancements.	Harvested from defeated enemies; Shops: Valley of Monsters	3000	300
Cobalt	For general ice magic, Fire BOM/BOM-II, Thunder BOM/BOM-II, and Death enhancements.	Harvested from defeated enemies	N/A	500
Cerulean	For general ice magic, Fire BOM-II, Thunder BOM-II, and Death enhancements.	Harvested from defeated enemies	N/A	800

Yellow Phantoma

Name	Effect/Use	How to Obtain	Purchase Price	Sell Price
Yellow	For general lightning magic enhancements.	Harvested from defeated enemies; Shops: Corsi, Toguagh	1000	100
Sepia	For general lightning magic enhancements.	Harvested from defeated enemies; Shops: Rama, Rilochy	2000	200
Jasmine	For general lightning magic, Fire SHG/SHG-II, Blizzard SHG/SHG-II, and Tornado enhancements.	Harvested from defeated enemies; Shops: Valley of Monsters	3000	300
Topaz	For general lightning magic, Fire SHG-II, Blizzard SHG-II, and Tornado enhancements.	Harvested from defeated enemies	N/A	500
Golden	For general lightning magic, Blizzard SHG-II, and Tornado enhancements.	Harvested from defeated enemies	N/A	800

Green Phantoma

Name	Effect/Use	How to Obtain	Purchase Price	Sell Price
Green	For defensive magic (Cure, Protect, Esuna, Wall, Avoid) enhancements.	Harvested from defeated enemies; Shops: Toguagh	1000	100
Verdant	For general defensive magic (excluding Holy) enhancements.	Harvested from defeated enemies; Shops: Rilochy	2000	200
Ivy	For general defensive magic, Ultima, and Bio enhancements.	Harvested from defeated enemies; Shops: Valley of Monsters	3000	300
Jade	For defensive magic (Cure, Protect, Invisible, Esuna, Holy), Ultima, and Bio enhancements.	Harvested from defeated enemies	N/A	500
Celadon	For defensive magic (Invisible, Holy), Ultima, and Bio enhancements.	Harvested from defeated enemies	N/A	800

Purple Phantoma

Name	Effect/Use	How to Obtain	Purchase Price	Sell Price
Purple	For Death, Protect, and Raise enhancements.	Harvested from defeated enemies; Shops: Toguagh	5000	500
Mauve	For special magic (Death, Meteor, Quake, Tornado, Aloud), MIS type, Protect, and Raise enhancements.	Harvested from defeated enemies	N/A	1000
Lavender	For general special magic, MIS type, Protect, and Holy enhancements.	Harvested from defeated enemies	N/A	1500
Violet	For general special magic, MIS type, Invisible, and Holy enhancements.	Mission: 8-1 (on floor); Harvested from defeated enemies	N/A	3000
Indigo	For general special magic, MIS-II type, Invisible, and Holy enhancements.	Harvested from defeated enemies	N/A	4800

White Phantoma

Name	Effect/Use	How to Obtain	Purchase Price	Sell Price
White	None	Harvested from defeated enemies	N/A	10
Ivory	For greater boosts when used with other Phantoma during magic enhancements.	Mission: 8-1 (on floor), Harvested from defeated enemies	N/A	500
Pearl	None	Mission: 8-1 (on floor); Harvested from defeated enemies	N/A	1000
(Special) Argent	None	Harvested from Tonogiri (Mission 7-1)	N/A	100

Phantoma Drop Rates

Enemy Category	Finishing Blow	Phantoma	Probability
Generic Enemy 1	All Other Methods	White	64.6%
	All Other Methods	Red	11.8%
	All Other Methods	Blue	11.8%
	All Other Methods	Yellow	11.8%
	Killsight	Green	52.9%
	Killsight	Red	15.7%
	Killsight	Blue	15.7%
	Killsight	Yellow	15.7%
	Fire-Based Attack	Red	78.4%
	Fire-Based Attack	Green	9.8%
	Fire-Based Attack	Purple	9.8%
	Fire-Based Attack	Magenta	2.0%
	Ice-Based Attack	Blue	78.4%
	Ice-Based Attack	Green	9.8%
	Ice-Based Attack	Purple	9.8%
	Ice-Based Attack	Cyan	2.0%
	Lightning-Based Attack	Yellow	78.4%
	Lightning-Based Attack	Green	9.8%
	Lightning-Based Attack	Purple	9.8%
	Lightning-Based Attack	Sepia	2.0%
Generic Enemy 2	All Other Methods	White	64.6%
	All Other Methods	Magenta	11.8%
	All Other Methods	Cyan	11.8%
	All Other Methods	Sepia	11.8%
	Killsight	Verdant	52.9%
	Killsight	Magenta	15.7%
	Killsight	Cyan	15.7%
	Killsight	Sepia	15.7%
	Fire-Based Attack	Magenta	78.4%
	Fire-Based Attack	Verdant	9.8%
	Fire-Based Attack	Mauve	9.8%
	Fire-Based Attack	Cerise	2.0%
	Ice-Based Attack	Cyan	78.4%
	Ice-Based Attack	Verdant	9.8%
	Ice-Based Attack	Mauve	9.8%
	Ice-Based Attack	Smalt	2.0%
	Lightning-Based Attack	Sepia	78.4%
	Lightning-Based Attack	Verdant	9.8%
	Lightning-Based Attack	Mauve	9.8%
	Lightning-Based Attack	Jasmine	2.0%
Generic Enemy 3	All Other Methods	White	64.6%
	All Other Methods	Cerise	11.8%
	All Other Methods	Smalt	11.8%
	All Other Methods	Jasmine	11.8%
	Killsight	Ivy	52.9%
	Killsight	Cerise	15.7%
	Killsight	Smalt	15.7%
	Killsight	Jasmine	15.7%
	Fire-Based Attack	Cerise	78.4%
	Fire-Based Attack	Ivy	9.8%
	Fire-Based Attack	Lavender	9.8%
	Fire-Based Attack	Rouge	2.0%
	Ice-Based Attack	Smalt	78.4%
	Ice-Based Attack	Ivy	9.8%
	Ice-Based Attack	Lavender	9.8%
	Ice-Based Attack	Cobalt	2.0%
	Lightning-Based Attack	Jasmine	78.4%
	Lightning-Based Attack	Ivy	9.8%
	Lightning-Based Attack	Lavender	9.8%
	Lightning-Based Attack	Topaz	2.0%
Generic Enemy 4	All Other Methods	White	64.6%
	All Other Methods	Rouge	11.8%
	All Other Methods	Cobalt	11.8%
	All Other Methods	Topaz	11.8%
	Killsight	Jade	52.9%
	Killsight	Rouge	15.7%
	Killsight	Cobalt	15.7%
	Killsight	Topaz	15.7%
	Fire-Based Attack	Rouge	78.4%
	Fire-Based Attack	Jade	9.8%
	Fire-Based Attack	Violet	9.8%
	Fire-Based Attack	Cinnabar	2.0%
	Ice-Based Attack	Cobalt	78.4%
	Ice-Based Attack	Jade	9.8%
	Ice-Based Attack	Violet	9.8%
	Ice-Based Attack	Cerulean	2.0%
	Lightning-Based Attack	Topaz	78.4%
	Lightning-Based Attack	Jade	9.8%
	Lightning-Based Attack	Violet	9.8%
	Lightning-Based Attack	Violet	2.0%
Generic Enemy 5	All Other Methods	White	64.6%
	All Other Methods	Cinnabar	11.8%
	All Other Methods	Cerulean	11.8%
	All Other Methods	Golden	11.8%
	Killsight	Celadon	52.9%
	Killsight	Cinnabar	15.7%
	Killsight	Cerulean	15.7%
	Killsight	Golden	15.7%
	Fire-Based Attack	Cinnabar	78.5%
	Fire-Based Attack	Celadon	7.8%
	Fire-Based Attack	Indigo	7.8%
	Fire-Based Attack	Ivory	5.9%
	Ice-Based Attack	Cerulean	78.5%
	Ice-Based Attack	Celadon	7.8%
	Ice-Based Attack	Indigo	7.8%
	Ice-Based Attack	Ivory	5.9%
	Lightning-Based Attack	Golden	78.5%
	Lightning-Based Attack	Celadon	7.8%
	Lightning-Based Attack	Indigo	7.8%
	Lightning-Based Attack	Ivory	5.9%
High Level 1	All Other Methods	Green	52.9%
	All Other Methods	Red	15.7%
	All Other Methods	Blue	15.7%
	All Other Methods	Yellow	15.7%
	Killsight	Magenta	29.4%
	Killsight	Cyan	29.4%
	Killsight	Sepia	29.4%
	Killsight	Ivory	11.8%
	Fire-Based Attack	Magenta	78.5%
High Level 1	Fire-Based Attack	Purple	13.7%
	Fire-Based Attack	Green	5.9%
	Fire-Based Attack	Ivory	2.0%
	Ice-Based Attack	Cyan	78.5%
	Ice-Based Attack	Purple	13.7%
	Ice-Based Attack	Green	5.9%
	Ice-Based Attack	Ivory	2.0%
	Lightning-Based Attack	Sepia	78.5%
	Lightning-Based Attack	Purple	13.7%
	Lightning-Based Attack	Green	5.9%
	Lightning-Based Attack	Ivory	2.0%
High Level 2	All Other Methods	Verdant	52.9%
	All Other Methods	Magenta	15.7%
	All Other Methods	Cyan	15.7%
	All Other Methods	Sepia	15.7%
	Killsight	Cerise	29.4%
	Killsight	Smalt	29.4%
	Killsight	Jasmine	29.4%
	Killsight	Ivory	11.8%
	Fire-Based Attack	Cerise	78.4%
	Fire-Based Attack	Mauve	13.7%
	Fire-Based Attack	Verdant	5.9%
	Fire-Based Attack	Ivory	2.0%
	Ice-Based Attack	Smalt	78.4%
	Ice-Based Attack	Mauve	13.7%
	Ice-Based Attack	Verdant	5.9%
	Ice-Based Attack	Ivory	2.0%
	Lightning-Based Attack	Jasmine	78.4%
	Lightning-Based Attack	Mauve	13.7%
	Lightning-Based Attack	Verdant	5.9%
	Lightning-Based Attack	Ivory	2.0%
High Level 3	All Other Methods	Ivy	52.9%
	All Other Methods	Cerise	15.7%
	All Other Methods	Smalt	15.7%
	All Other Methods	Jasmine	15.7%
	Killsight	Rouge	29.4%
	Killsight	Cobalt	29.4%
	Killsight	Topaz	29.4%
	Killsight	Ivory	11.8%
	Fire-Based Attack	Rouge	78.4%
	Fire-Based Attack	Lavender	13.7%
	Fire-Based Attack	Ivy	5.9%
	Fire-Based Attack	Ivory	2.0%
	Ice-Based Attack	Cobalt	78.4%
	Ice-Based Attack	Lavender	13.7%
	Ice-Based Attack	Ivy	5.9%
	Ice-Based Attack	Ivory	2.0%
	Lightning-Based Attack	Topaz	78.4%
	Lightning-Based Attack	Lavender	13.7%
	Lightning-Based Attack	Ivy	5.9%
	Lightning-Based Attack	Ivory	2.0%
High Level 4	All Other Methods	Jade	52.9%
	All Other Methods	Rouge	15.7%
	All Other Methods	Cobalt	15.7%
	All Other Methods	Topaz	15.7%
	Killsight	Cinnabar	29.4%
	Killsight	Cerulean	29.4%
	Killsight	Golden	29.4%
	Killsight	Ivory	11.8%
	Fire-Based Attack	Cinnabar	78.4%
	Fire-Based Attack	Violet	13.7%
	Fire-Based Attack	Celadon	5.9%
	Fire-Based Attack	Ivory	2.0%
	Ice-Based Attack	Cerulean	78.4%
	Ice-Based Attack	Violet	13.7%
	Ice-Based Attack	Celadon	5.9%
	Ice-Based Attack	Ivory	2.0%
	Lightning-Based Attack	Golden	78.4%
	Lightning-Based Attack	Violet	13.7%
	Lightning-Based Attack	Celadon	5.9%
	Lightning-Based Attack	Ivory	2.0%
Fire Type 1	Killsight	Magenta	78.4%
	Killsight	Green	9.8%
	Killsight	Purple	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Red	90.2%
	All Other Methods	Yellow	4.7%
	All Other Methods	Green	4.7%
	All Other Methods	Ivory	0.4%
Fire Type 2	Killsight	Cerise	78.4%
	Killsight	Verdant	9.8%
	Killsight	Mauve	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Magenta	90.2%
	All Other Methods	Sepia	4.7%
	All Other Methods	Verdant	4.7%
	All Other Methods	Ivory	0.4%
Fire Type 3	Killsight	Rouge	78.4%
	Killsight	Ivy	9.8%
	Killsight	Lavender	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Cerise	90.2%
	All Other Methods	Jasmine	4.7%
	All Other Methods	Ivy	4.7%
	All Other Methods	Ivory	0.4%
Fire Type 4	Killsight	Cinnabar	78.4%
	Killsight	Jade	9.8%
	Killsight	Violet	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Rouge	90.2%
	All Other Methods	Topaz	4.7%
	All Other Methods	Jade	4.7%
	All Other Methods	Ivory	0.4%
Ice Type 1	Killsight	Cyan	78.4%
	Killsight	Green	9.8%
	Killsight	Purple	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Blue	90.2%
	All Other Methods	Red	4.7%
	All Other Methods	Green	4.7%
	All Other Methods	Ivory	0.4%
Ice Type 2	Killsight	Smalt	78.4%
	Killsight	Verdant	9.8%
	Killsight	Mauve	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Cyan	90.2%
	All Other Methods	Magenta	4.7%
	All Other Methods	Verdant	4.7%
	All Other Methods	Ivory	0.4%
Ice Type 3	Killsight	Cobalt	78.4%
	Killsight	Ivy	9.8%
	Killsight	Lavender	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Smalt	90.2%
	All Other Methods	Cerise	4.7%
	All Other Methods	Ivy	4.7%
	All Other Methods	Ivory	0.4%
Ice Type 4	Killsight	Cerulean	78.4%
	Killsight	Jade	9.8%
	Killsight	Violet	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Cobalt	90.2%
	All Other Methods	Rouge	4.7%
	All Other Methods	Jade	4.7%
	All Other Methods	Ivory	0.4%
Lightning Type 1	Killsight	Sepia	78.4%
	Killsight	Green	9.8%
	Killsight	Purple	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Yellow	90.2%
	All Other Methods	Blue	4.7%
	All Other Methods	Green	4.7%
	All Other Methods	Ivory	0.4%
Lightning Type 2	Killsight	Jasmine	78.4%
	Killsight	Verdant	9.8%
	Killsight	Mauve	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Sepia	90.2%
	All Other Methods	Cyan	4.7%
	All Other Methods	Verdant	4.7%
	All Other Methods	Ivory	0.4%
Lightning Type 3	Killsight	Topaz	78.4%
	Killsight	Ivy	9.8%
	Killsight	Lavender	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Jasmine	90.2%
	All Other Methods	Smalt	4.7%
	All Other Methods	Ivy	4.7%
	All Other Methods	Ivory	0.4%
Lightning Type 4	Killsight	Golden	78.4%
	Killsight	Jade	9.8%
	Killsight	Violet	9.8%
	Killsight	Ivory	2.0%
	All Other Methods	Topaz	90.2%
	All Other Methods	Cobalt	4.7%
	All Other Methods	Jade	4.7%
	All Other Methods	Ivory	0.4%
Arena 1	All Other Methods	White	100.0%
	Killsight	White	52.9%
	Killsight	Green	47.1%
	Fire-Based Attack	White	52.9%
	Fire-Based Attack	Red	47.1%
	Ice-Based Attack	White	52.9%
	Ice-Based Attack	Blue	47.1%
	Lightning-Based Attack	White	52.9%
	Lightning-Based Attack	Yellow	47.1%
Arena 2	All Other Methods	White	100.0%
	Killsight	White	52.9%
	Killsight	Verdant	47.1%
	Fire-Based Attack	White	52.9%
	Fire-Based Attack	Magenta	47.1%
	Ice-Based Attack	White	52.9%
	Ice-Based Attack	Cyan	47.1%
	Lightning-Based Attack	White	52.9%
	Lightning-Based Attack	Sepia	47.1%
Arena 3	All Other Methods	White	100.0%
	Killsight	White	52.9%
	Killsight	Ivy	47.1%
	Fire-Based Attack	White	52.9%
	Fire-Based Attack	Cerise	47.1%
	Ice-Based Attack	White	52.9%
	Ice-Based Attack	Smalt	47.1%
	Lightning-Based Attack	White	52.9%
	Lightning-Based Attack	Jasmine	47.1%
Endless Spawn	All Other Methods	White	98.0%
	All Other Methods	Green	2.0%
	Killsight	White	98.0%
	Killsight	Purple	2.0%
	Fire-Based Attack	White	98.0%
	Fire-Based Attack	Red	2.0%
	Ice-Based Attack	White	98.0%
	Ice-Based Attack	Blue	2.0%
	Lightning-Based Attack	White	98.0%
	Lightning-Based Attack	Yellow	2.0%

Eidolons

Introduction

Understanding Eidolons

Eidolons are powerful allies, and a well-timed summon can change the course of a battle. Before you rely on the use of an Eidolon, however, there are a few important details worth considering:

- Each Eidolon must be unlocked before it can be accessed in the Promotion menu or intentionally summoned.

- Like the members of Class Zero, Eidolons gain experience from defeating enemies. Over time, this increases an Eidolon's level and grants AP that can be used to enhance its abilities. As you gain access to more Eidolons, remember to spend time strengthening lower-level allies.

- When an Eidolon is summoned, the character responsible for the spell is sacrificed. Reraise effects can reverse the KO, but the casualty will still be factored in to your Report Card at the end of a Mission.

- Once summoned, an Eidolon has a limited amount of time on the battlefield. However, a single Eidolon can be summoned multiple times over the course of a Mission.

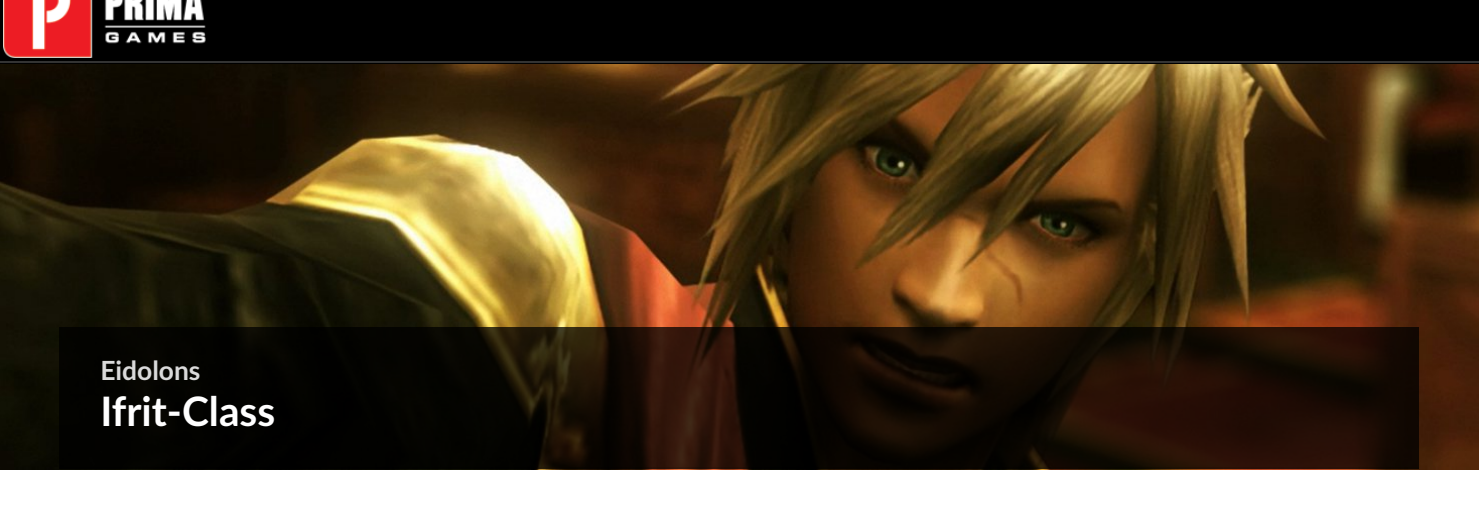
- If an Eidolon is defeated in battle, it cannot be summoned for the remainder of the Mission.

- Not all Eidolons can be summoned at will. Odin (Chapter 1) and Bahamut ZERO only appear during specific missions. Neither of these Eidolons can be accessed through the Promotion menu.

- After summoning an Eidolon, you can switch active leaders to take control of another party member. The Eidolon will follow the party, choosing its own tactics as it engages available enemies.

- Vulcan and Ogre both have the Automaton ability. These Eidolons cannot be controlled, so make sure you switch leaders after summoning either of them.

- Eidolons can only be summoned in areas that are large enough to accommodate them. The minimum summoning radius is determined by the size of your chosen Eidolon.



Eidolons

Ifrit-Class

All attacks used by the Ifrit-class are fire based and capable of inflicting Burn. This class of Eidolon also has access to the Flameproof ability—once unlocked, this ability grants the Eidolon immunity to Fire-based attacks. Ifrit-class Eidolons have a relatively low movement speed, but they're able to rush toward their targets during specific attacks.

Resistances

Ballistic	Impact	Piercing	Cleaving	Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×0.3	×1.5	×1.0	×1.0	×1.0	×1.0

Ifrit-Class Command Abilities

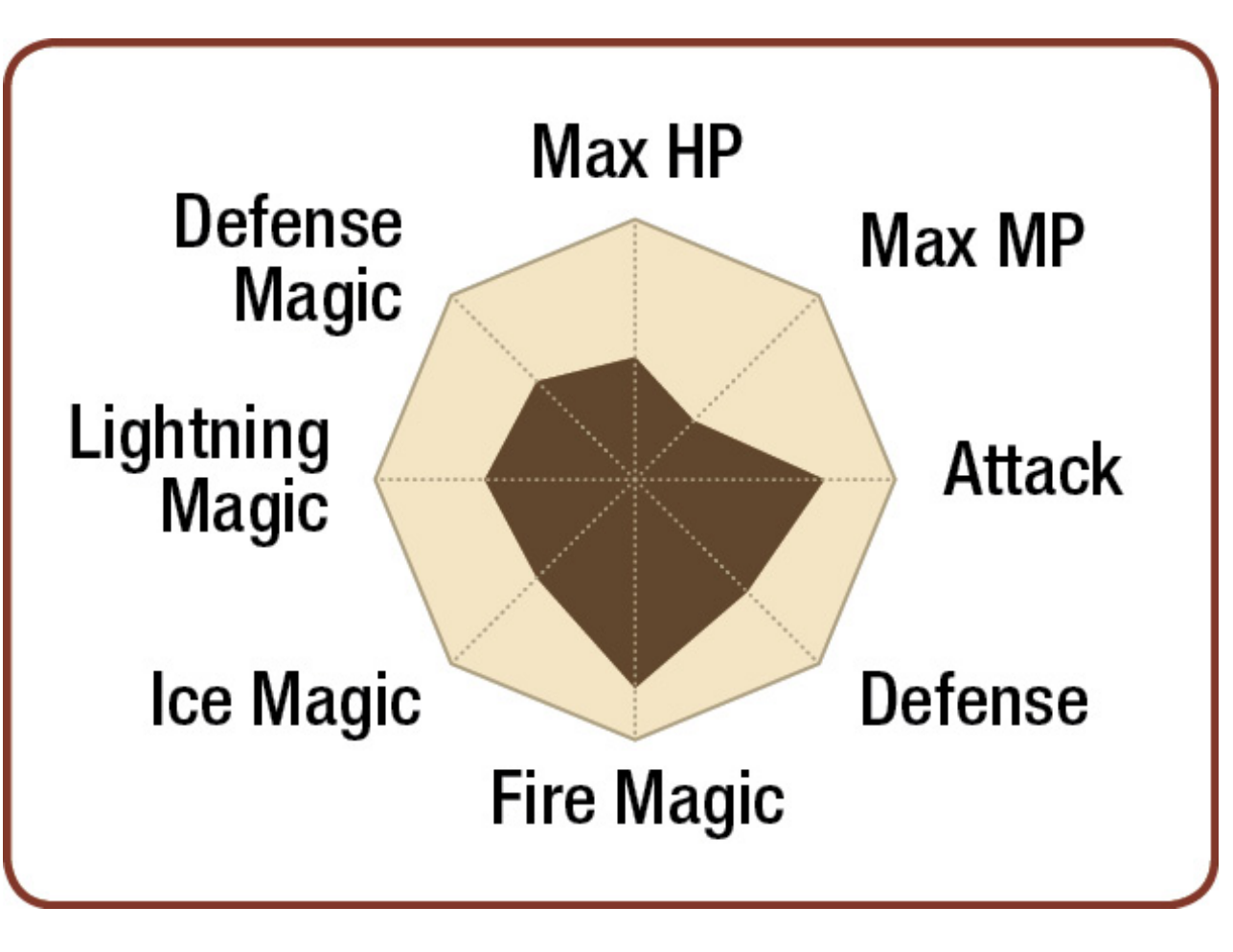
Ability	Description	Applicable Eidolons
Blazing Strike	Strike enemies to inflict Fire-type damage	Ifrit, Firebrand, Rubicante, Vulcan
Meteor Strike	Hurl a sphere of flames at enemies	Ifrit, Firebrand, Vulcan
Eruption	Conjure pillars of flame to attack nearby enemies	Ifrit, Firebrand, Rubicante, Vulcan
Flaming Fist	Strike enemies to inflict Fire-type damage	Calamity
Meteor Mash	Hurl a sphere of flames at enemies	Ignis
Hellfire	Conjure pillars of flame to attack nearby enemies	Ignis

Ifrit

Ifrit is the first Eidolon to be unlocked in the game. Though its initial level is relatively low, its high stats allow Ifrit to deal with tougher enemies. Its Flameproof ability becomes available fairly early in the game, making Ifrit a valuable ally.

How to Unlock:	The required Summoning Permit is granted during the Mission "The Capture of Togoreth Stronghold."
Minimum Summoning Radius:	1.5 meters
Duration:	75 seconds (can be increased to 95 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+20 seconds
Max HP	+1000
Max MP	+100
Attack	+10
Defense	+50
MP Regeneration	×1.83
Movement Speed	×1.0

Initial Status

Level	EXP	AP
23	117500	6

Command Abilities

Slot	Ability
1	Blazing Strike
2	Eruption
3	Meteor Strike
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.58 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

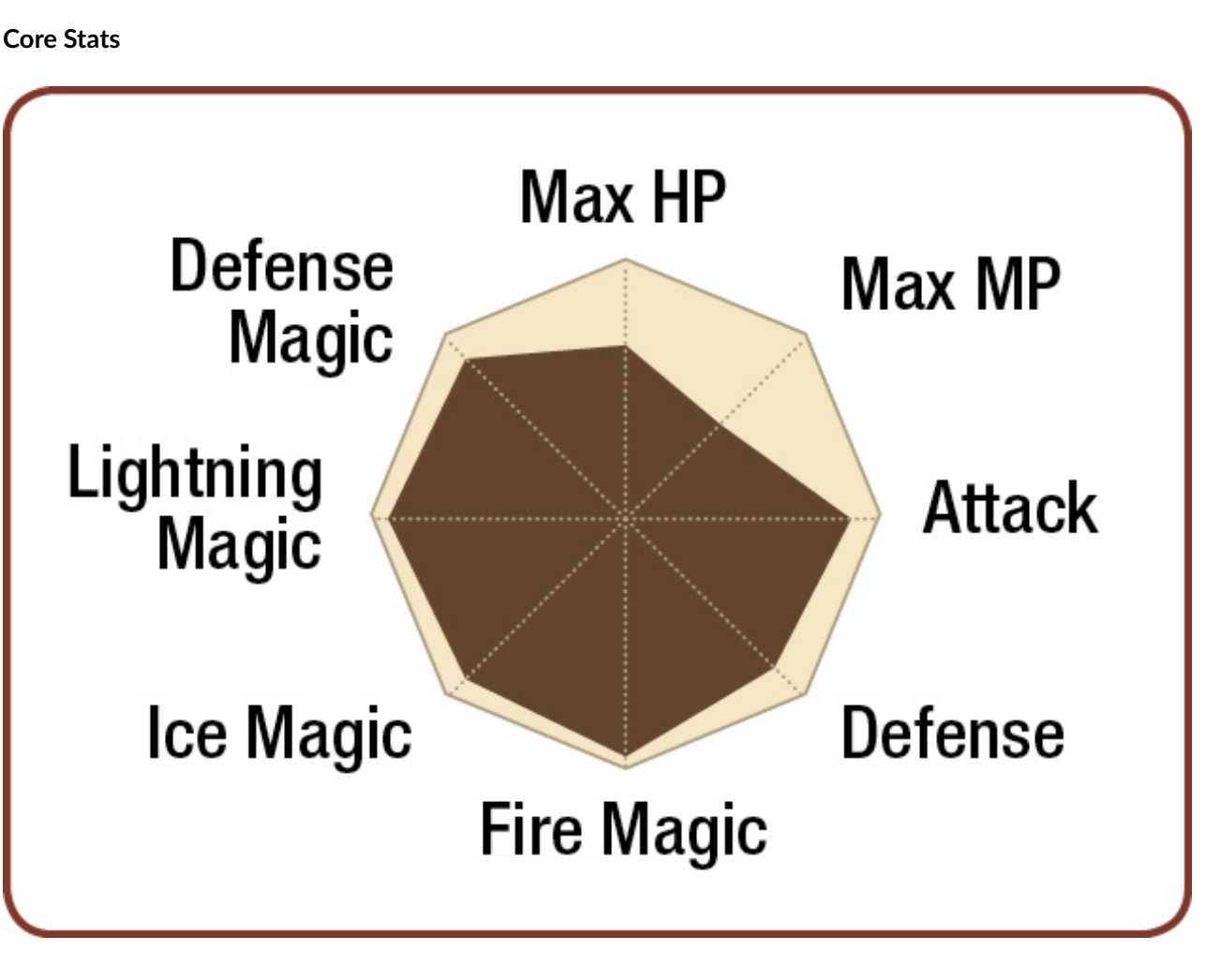
Ability	AP Cost	Release Order
Intel	—	—
HP Up	6	1
HP Up II	6	16
MP Up	4	8
MP Auto-Regen Up	4	12
Defense Up	8	10
Attack Up	8	11
Summon Extension	8	3
Summon Extension II	5	7
Flameproof	6	4
Blazing Strike	—	—
Blazing Strike: Power Up	6	2
Blazing Strike: Crit Up	8	6
Blazing Strike: Crit Up II	6	13
Blazing Strike: Crit Up III	8	15
Meteor Strike	—	—
Meteor Strike: Power Up	6	5
Meteor Strike: Burn Up	6	9
Meteor Strike: Burn Up II	6	14
Eruption	—	—

Firebrand

Firebrand offers impressive stats and a variety of upgrades to its command abilities. Its initial summon duration is relatively short, but investing in some key abilities will almost double the time Firebrand can remain on the battlefield.

How to Unlock:	Complete the Expert Trial "United Front" on Officer difficulty.
Minimum Summoning Radius:	1.5 meters
Duration:	45 seconds (can be increased to 75 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+30 seconds
Max HP	+1000
Max MP	+100
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.0

Initial Status

Level	EXP	AP
56	2,594,426	6

Command Abilities

Slot	Ability
1	Blazing Strike
2	Eruption
3	Meteor Strike
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.58 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

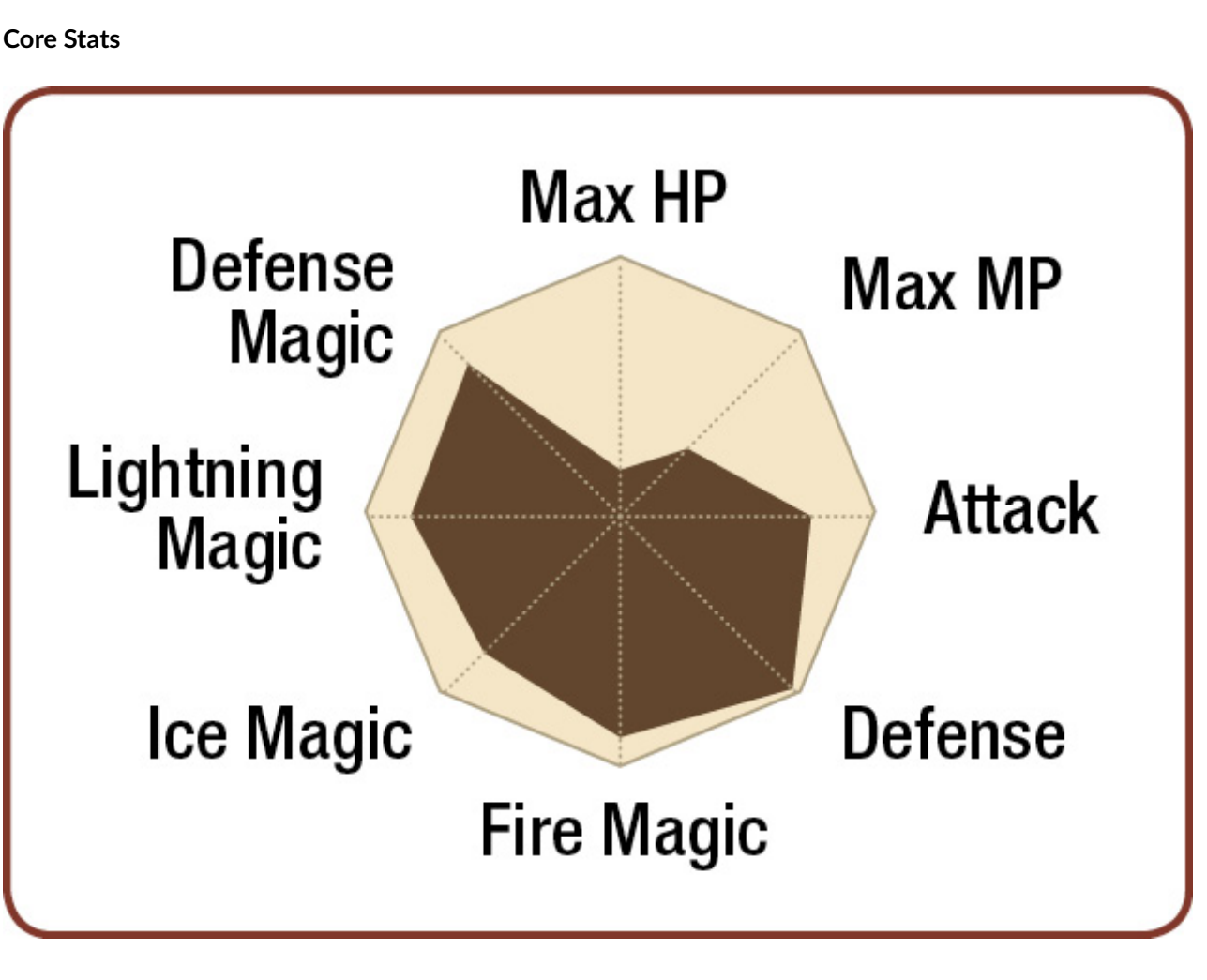
Ability	AP Cost	Release Order
Intel	—	—
HP Up	4	2
HP Up II	6	12
MP Up	3	4
Summon Extension	6	6
Summon Extension II	4	14
Summon Extension III	8	16
Flameproof	4	9
Blazing Strike	—	—
Blazing Strike: Power Up	6	3
Blazing Strike: Power Up II	8	10
Meteor Strike	—	—
Meteor Strike: Power Up	4	5
Meteor Strike: Power Up II	4	11
Eruption	—	—
Eruption: Power Up	4	1
Eruption: Power Up II	4	7
Eruption: Power Up III	6	13
Eruption: Power Up IV	6	15
Eruption: MP Down	4	8

Rubicante

Rubicante has a low max HP, but its Auto-Regen ability allows it to slowly replenish HP lost during combat. This Eidolon also lacks any HP-boosting abilities, so Rubicante must be used with caution. Rubicante also has a fairly low max MP. Because Blazing Strike consumes no MP, it plays a key role in Rubicante's damage output.

How to Unlock:	During the Mission "Operation MA Demolition" in Chapter 3, complete the SO objective "Destroy Brionac as quickly as possible using your active leader."
Minimum Summoning Radius:	0.9 meters
Duration:	75 seconds (cannot be increased)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+0 seconds
Max HP	+0
Max MP	+200
Attack	+10
Defense	+0
MP Regeneration	×1.41
Movement Speed	×1.0

Initial Status

Level	EXP	AP
29	243216	6

Command Abilities

Slot	Ability
1	Blazing Strike
2	Eruption
3	—
4	—

Basic Attributes

Attribute	Value
Movement Speed	1.56 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

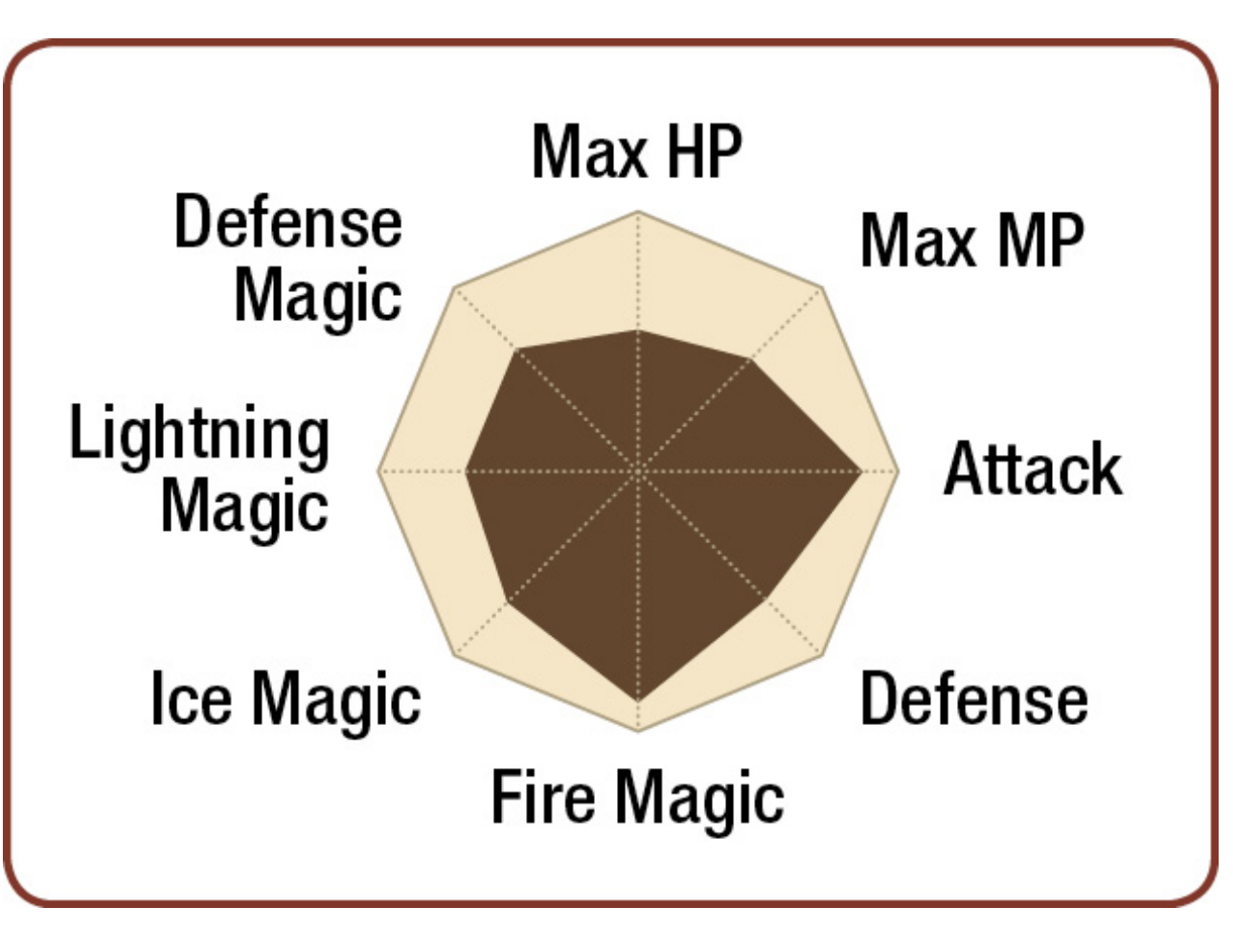
Ability	AP Cost	Release Order
Intel	—	—
Auto-Regen	—	—
MP Up	6	2
MP Up II	4	4
MP Auto-Regen Up	4	6
Attack Up	6	16
Flameproof	5	8
Blazing Strike	—	—
Blazing Strike: Power Up	4	1
Blazing Strike: Power Up II	6	7
Eruption	—	—
Eruption: Power Up	6	3
Eruption: Power Up II	6	5
Eruption: Power Up III	8	9
Eruption: Power Up IV	6	12
Eruption: Crit Up	4	10
Eruption: Crit Up II	6	14
Eruption: MP Down	4	11
Eruption: MP Down II	4	13
Eruption: MP Down III	4	15

Vulcan

This Eidolon cannot be controlled in battle. When summoned, Vulcan automatically chooses its targets and which attacks to use. As such, it's usually best to summon Vulcan near priority targets. This Eidolon starts with a relatively short summon duration, but more time can be added by unlocking key abilities.

How to Unlock:	During the Mission "The Battle of Judecca" in Chapter 5, complete the SO objective "Take down Mikazuchi using your active leader."
Minimum Summoning Radius:	1.5 meters
Duration:	50 seconds (can be increased to 80 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+30 seconds
Max HP	+1500
Max MP	+0
Attack	+10
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.0

Initial Status

Level	EXP	AP
47	1,445,903	6

Command Abilities

Slot	Ability
1	Blazing Strike
2	Eruption
3	Meteor Strike
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.58 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

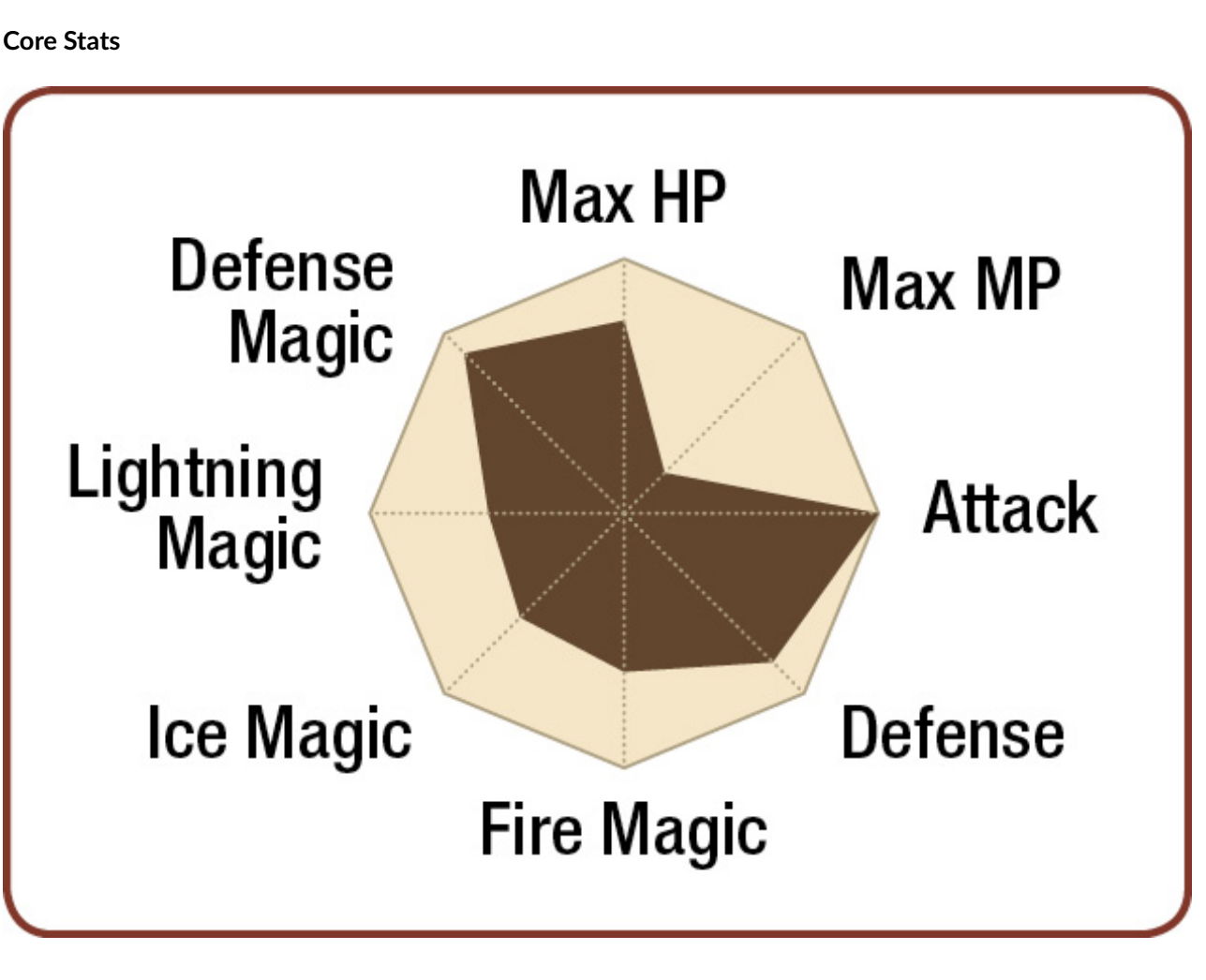
Ability	AP Cost	Release Order
Intel	—	—
Automaton	—	—
HP Up	3	1
HP Up II	4	7
HP Up III	6	15
Attack Up	6	16
Summon Extension	6	6
Summon Extension II	8	9
Summon Extension III	10	14
Flameproof	4	12
Blazing Strike	—	—
Blazing Strike: Crit Up	3	5
Blazing Strike: Crit Up II	4	11
Blazing Strike: Power Up	5	2
Blazing Strike: Power Up II	6	8
Meteor Strike	—	—
Meteor Strike: Power Up	4	3
Meteor Strike: Power Up II	6	10
Eruption	—	—
Eruption: Power Up	4	4
Eruption: Power Up II	6	13

Calamity

Calamity offers impressive offensive and defensive stats. Its HP can be greatly enhanced by unlocking key abilities, giving it one of the highest max HP ratings of all Eidolons. Calamity's short-range Flaming Fist is its only attack, but it can be enhanced with the Flaming Dash ability.

How to Unlock:	Complete the Expert Trial "A Charge on the Border" on Officer difficulty.
Minimum Summoning Radius:	2.1 meters
Duration:	90 seconds (cannot be increased)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+0 seconds
Max HP	+3500
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.0

Initial Status

Level	EXP	AP
58	2,908,574	6

Command Abilities

Slot	Ability
1	Flaming Fist
2	—
3	—
4	—

Basic Attributes

Attribute	Value
Movement Speed	3.6 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

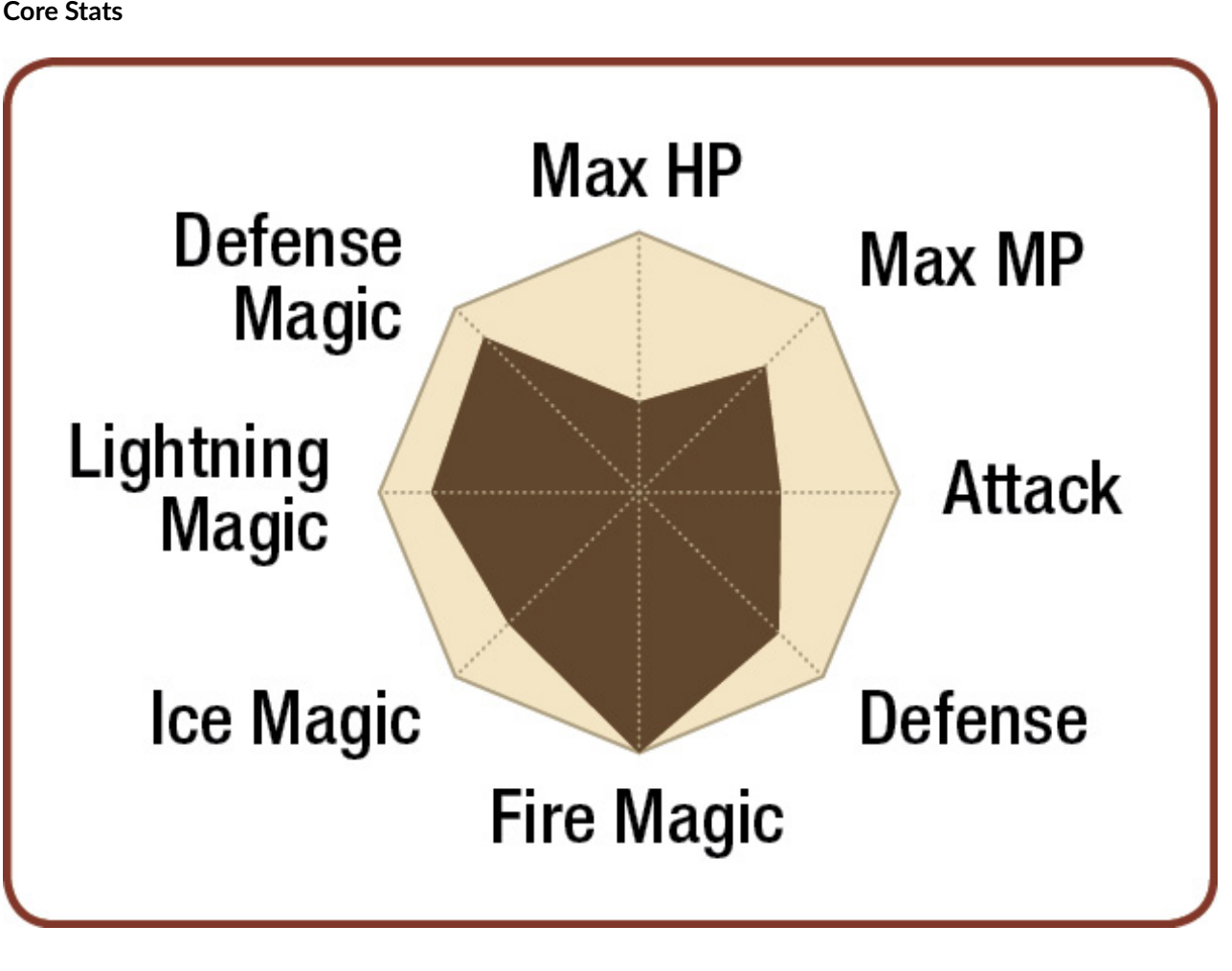
Ability	AP Cost	Release Order
Intel	—	—
HP Up	2	2
HP Up II	2	4
HP Up III	2	6
HP Up IV	3	8
HP Up V	3	10
HP Up VI	3	12
HP Up VII	4	14
Flaming Fist	—	—
Flaming Fist: Power Up	3	1
Flaming Fist: Power Up II	3	3
Flaming Fist: Power Up III	4	5
Flaming Fist: Power Up IV	4	7
Flaming Fist: Power Up V	5	9
Flaming Fist: Power Up VI	5	11
Flaming Fist: Power Up VII	6	13
Flaming Fist: Power Up VIII	8	15
Flaming Dash	8	16

Ignis

Ignis starts at a high level and an impressive Fire Magic rating. This Eidolon possesses attacks that require MP, so unlocking the MP Auto-Regen Up ability should be your priority.

How to Unlock:	Complete the Mission "The Clash on Big Bridge" on Agito difficulty.
Minimum Summoning Radius:	0.9 meters
Duration:	50 seconds (can be increased to 70 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+20 seconds
Max HP	+500
Max MP	+100
Attack	+0
Defense	+0
MP Regeneration	×1.83
Movement Speed	×1.0

Initial Status

Level	EXP	AP
71	5,562,678	6

Command Abilities

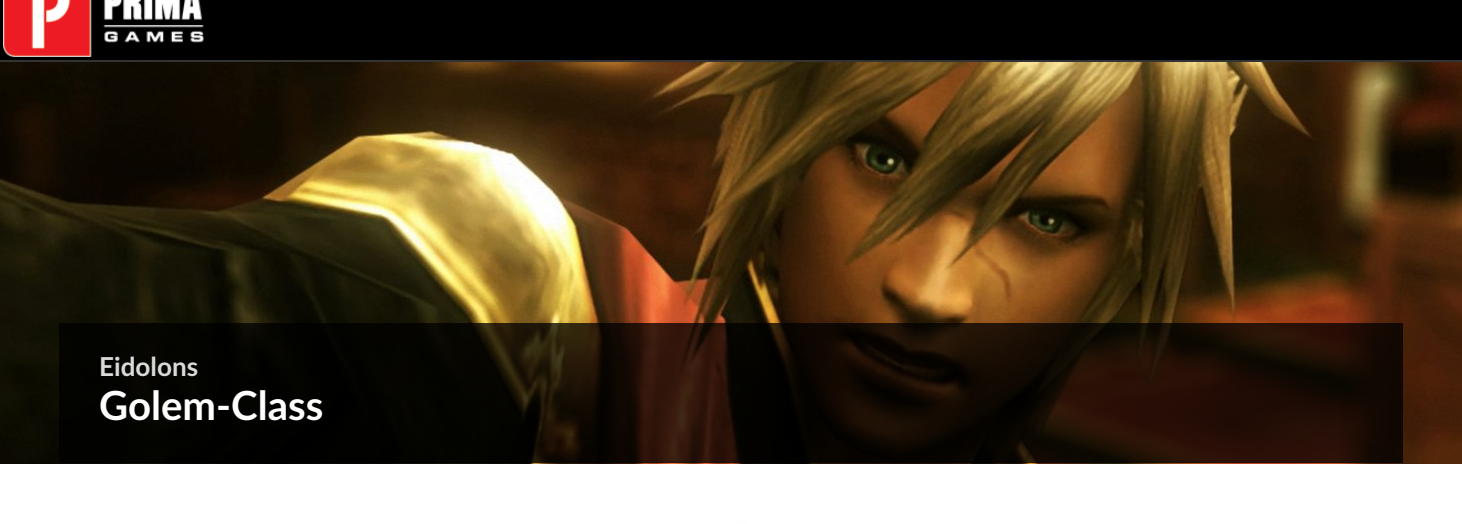
Slot	Ability
1	—
2	Hellfire
3	Meteor Mash
4	—

Basic Attributes

Attribute	Value
Movement Speed	1.56 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

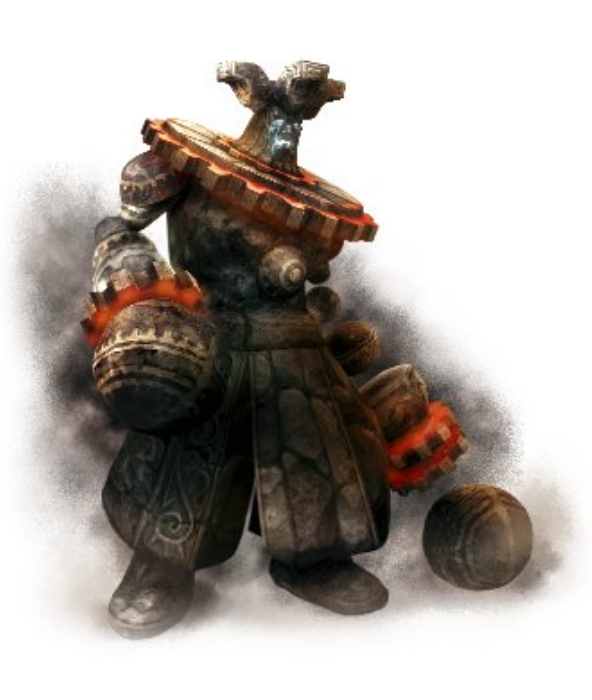
Abilities

Ability	AP Cost	Release Order
Intel	—	—
HP Up	2	3
MP Up	2	4
MP Auto-Regen Up	2	6
Summon Extension	3	8
Summon Extension II	4	12
Flameproof	3	5
Meteor Mash	—	—
Meteor Mash: Power Up	2	2
Meteor Mash: Crit Up	2	10
Meteor Mash: Crit Up II	3	15
Meteor Mash: MP Down	2	11
Hellfire	—	—
Hellfire: Power Up	2	1
Hellfire: Crit Up	2	9
Hellfire: Crit Up II	3	14
Hellfire: Burn Up	2	7
Hellfire: Burn Up II	3	13
Hellfire: Effect Up	4	16



Eidolons

Golem-Class



Golem-class Eidolons feature high max HP, Defense, and resistance stats. They also feature a command that grants temporary invincibility, making them particularly durable Eidolons. This durability comes at a cost, however, as Golem-class Eidolons have fairly slow movement and attack speeds.

Resistances

Ballistic	Impact	Piercing	Cleaving	Fire	Ice	Lightning	Water	Earth	Wind
×0.8	×0.8	×0.8	×0.8	×0.8	×0.8	×0.8	×0.8	×0.4	×0.8

Golem-Class Command Abilities

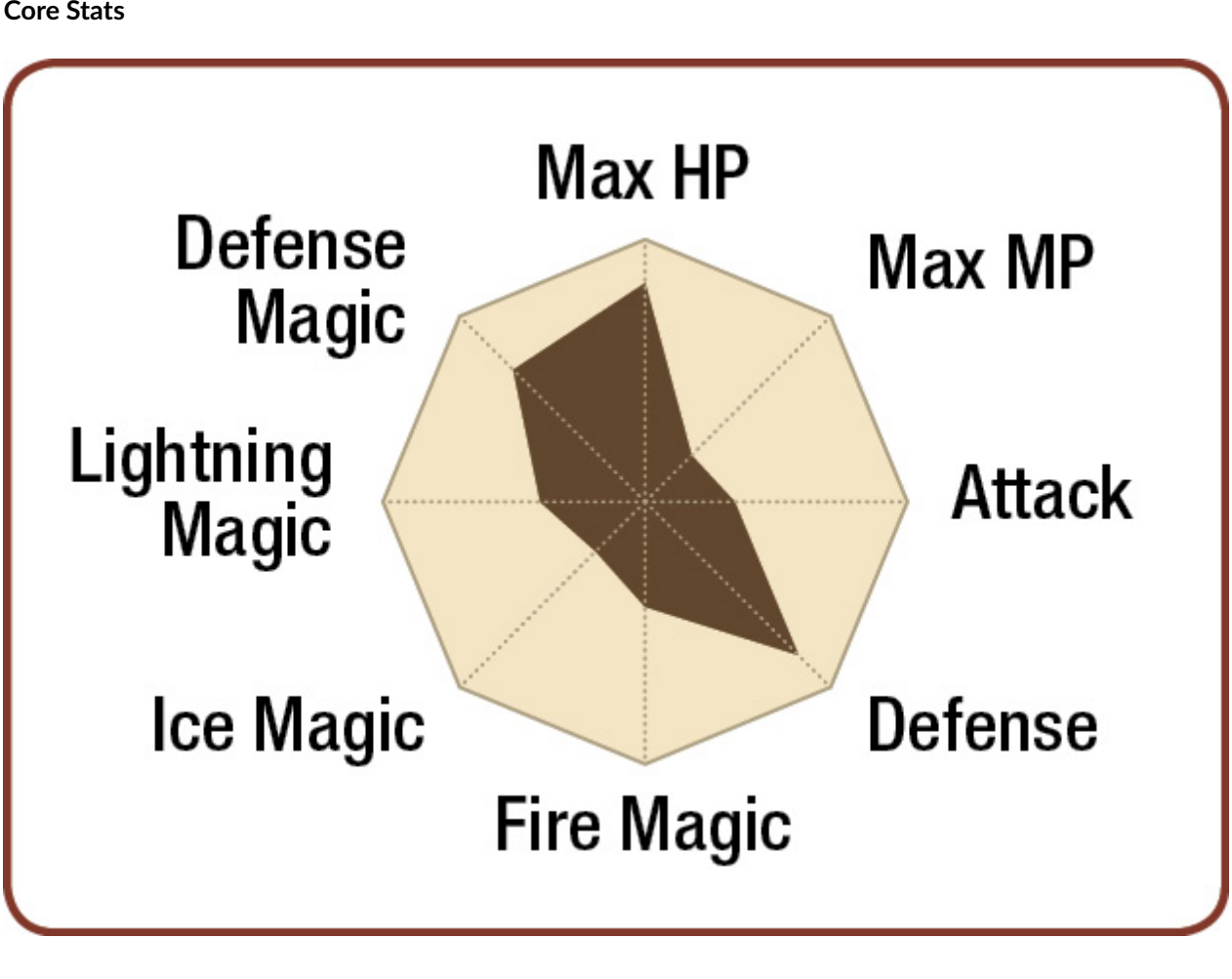
Ability	Description	Applicable Eidolons
Megaton Punch	Launch both fists to damage enemies	Golem, Gigas, Ogre, Titan, Dwarf Golem
Gaia Stampede	Stomp around and shatter the ground while damaging enemies	Golem, Gigas, Troll, Ogre, Titan
Ancients' Wrath	Become invincible and attack automatically for a set period of time	Golem, Gigas, Troll, Titan

Golem

Golem starts with a very high max HP, and it has access to six separate HP-boosting abilities. Along with its impressive Defense and resistance stats, a fully upgraded Golem is capable of absorbing a good deal of damage. Its max MP and Attack rating are both fairly low, however, making Gaia Stampede Golem's most effective method of dealing damage.

How to Unlock:	Complete the Mission "The Infiltration of Iscah" on Officer difficulty.
Minimum Summoning Radius:	2.2 meters
Duration:	120 seconds (can be increased to 130 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+10 seconds
Max HP	+3000
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.0

Initial Status

Level	EXP	AP
24	134180	6

Command Abilities

Slot	Ability
1	Megaton Punch
2	Ancients' Wrath
3	Gaia Stampede
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.1 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	Immune

Abilities

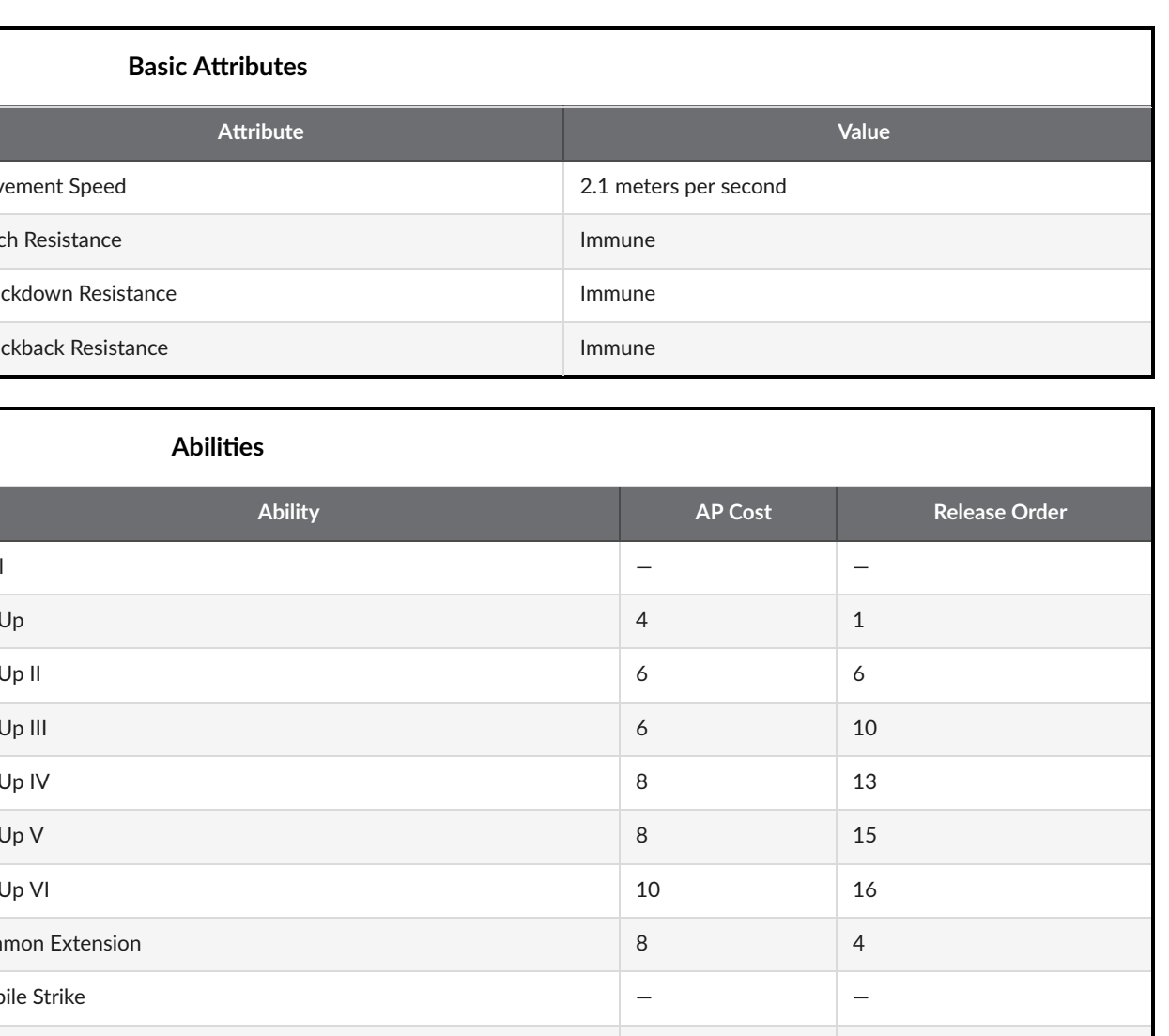
Ability	AP Cost	Release Order
Intel	—	—
HP Up	4	1
HP Up II	6	6
HP Up III	6	10
HP Up IV	8	13
HP Up V	8	15
HP Up VI	10	16
Summon Extension	8	4
Mobile Strike	—	—
Mobile Strike: Power Up	6	7
Megaton Punch	—	—
Gaia Stampede	—	—
Gaia Stampede: Power Up	4	2
Gaia Stampede: Power Up II	4	5
Gaia Stampede: Power Up III	6	9
Gaia Stampede: Power Up IV	6	11
Gaia Stampede: Power Up V	8	14
Ancients' Wrath	—	—
Ancients' Wrath: Power Up	4	3
Ancients' Wrath: Power Up II	6	8
Ancients' Wrath: Power Up III	8	12

Gigas

Gigas starts with a very long summon duration, and it can be extended by unlocking related abilities. It also starts with a fairly low level, so gaining experience should be a priority. Gigas has a high max MP, allowing for repeated use of its Megaton Punch or Ancients' Wrath.

How to Unlock:	Complete the Expert Trial "Expelling the Empire" on Officer difficulty.
Minimum Summoning Radius:	2.2 meters
Duration:	160 seconds (can be increased to 200 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+40 seconds
Max HP	+2000
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.86

Initial Status

Level	EXP	AP
27	194007	6

Command Abilities

Slot	Ability
1	Megaton Punch
2	Ancients' Wrath
3	Gaia Stampede
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.1 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	Immune

Abilities

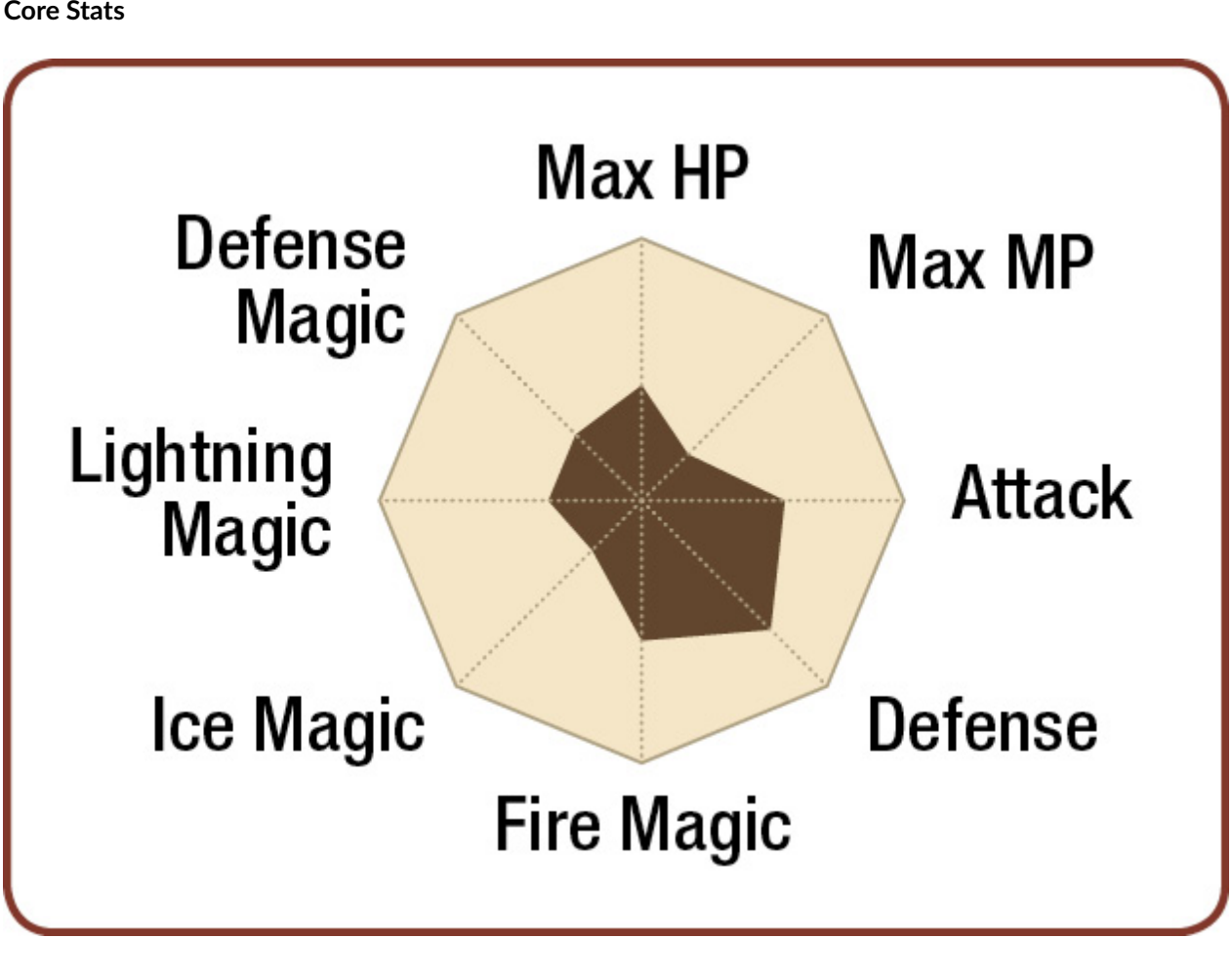
Ability	AP Cost	Release Order
Intel	—	—
HP Up	3	2
HP Up II	4	7
HP Up III	5	12
HP Up IV	6	15
Accelerate	6	4
Accelerate II	8	10
Accelerate III	10	14
Summon Extension	8	1
Summon Extension II	8	5
Summon Extension III	10	13
Summon Extension IV	10	16
Mobile Strike	—	—
Mobile Strike: Power Up	4	3
Mobile Strike: Power Up II	6	8
Megaton Punch	—	—
Megaton Punch: Power Up	4	9
Gaia Stampede	—	—
Gaia Stampede: Power Up	6	6
Ancients' Wrath	—	—
Ancients' Wrath: Power Up	6	11

Troll

Troll features middling stats, but its Auto-Regen makes this Eidolon more durable than it might seem. Troll also lacks the long-range Megaton Punch offered by most Golem-class Eidolons, so Gaia Stampede serves as its main source of damage.

How to Unlock:	Complete the Expert Trial "Colonel Faith's Revolt" on Officer difficulty.
Minimum Summoning Radius:	2.2 meters
Duration:	110 seconds (can be increased to 130 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+20 seconds
Max HP	+1500
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.57

Initial Status

Level	EXP	AP
64	3,994,689	6

Command Abilities

Slot	Ability
1	—
2	Ancients' Wrath
3	Gaia Stampede
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.1 meters
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	Immune

Abilities

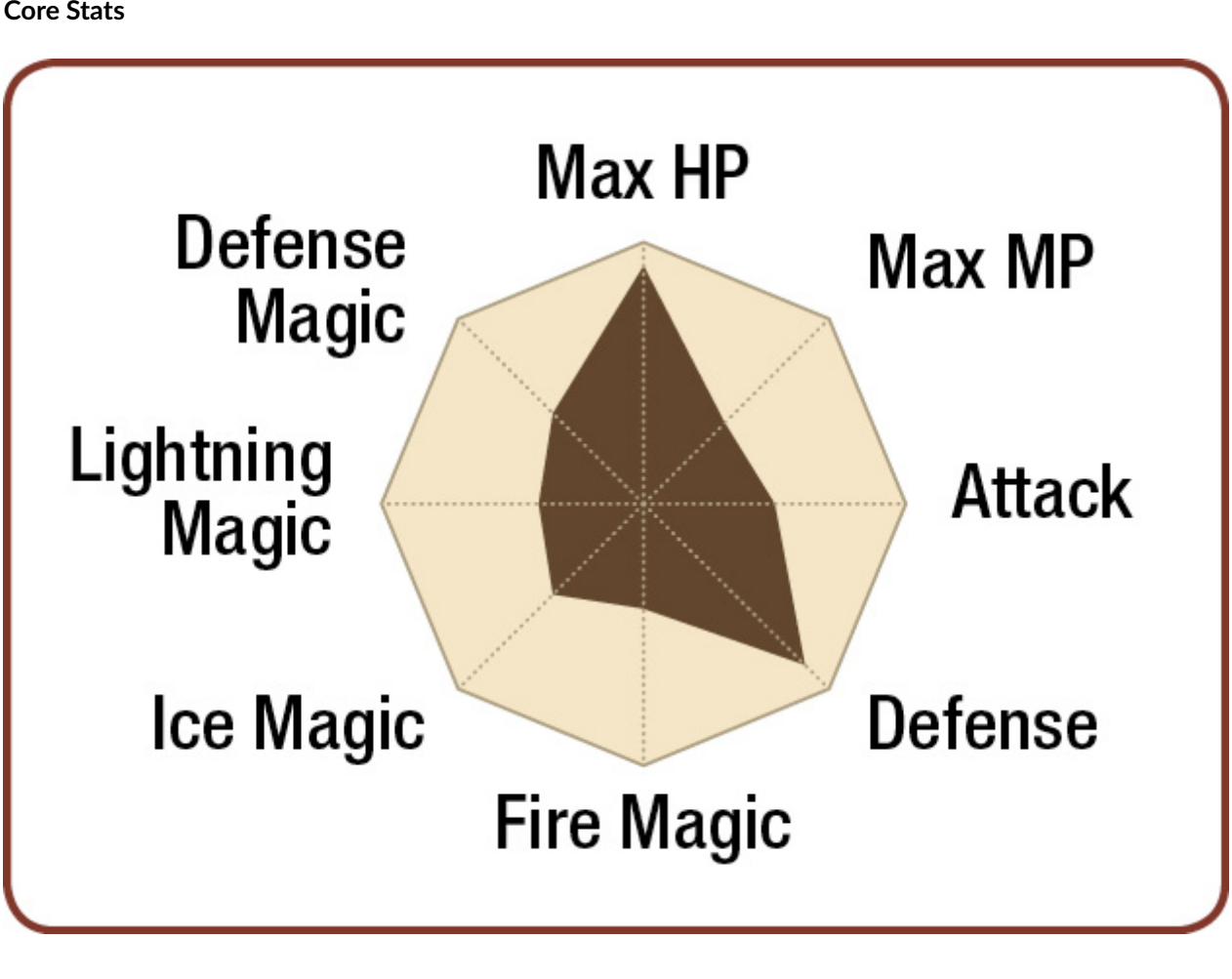
Ability	AP Cost	Release Order
Intel	—	—
Auto-Regen	—	—
HP Up	4	5
HP Up II	5	6
HP Up III	6	12
Accelerate	7	4
Accelerate II	8	13
Summon Extension	8	7
Summon Extension II	9	11
Mobile Strike	—	—
Mobile Strike: Power Up	4	1
Mobile Strike: Power Up II	4	8
Mobile Strike: Power Up III	7	14
Gaia Stampede	—	—
Gaia Stampede: Power Up	4	2
Gaia Stampede: Power Up II	4	9
Gaia Stampede: Power Up III	5	15
Ancients' Wrath	—	—
Ancients' Wrath: Power Up	3	3
Ancients' Wrath: Power Up II	3	10
Ancients' Wrath: Power Up III	3	16

Ogre

This Eidolon cannot be controlled in battle. Once summoned, Ogre automatically chooses its own combat targets and methods. This Golem-class Eidolon lacks Ancients' Wrath, but its high max HP and defensive stats make it very durable—and once its Bulletproof ability is unlocked, Ogre is a particularly formidable Eidolon.

How to Unlock:	Complete the Mission "A Fog-Laden Foray" on Officer difficulty in the second playthrough.
Minimum Summoning Radius:	3.0 meters
Duration:	70 seconds (can be increased to 90 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+20 seconds
Max HP	+2000
Max MP	+100
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.57

Initial Status

Level	EXP	AP
59	3,074,333	6

Command Abilities

Slot	Ability
1	Megaton Punch
2	—
3	Gaia Stampede
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.58 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	Immune

Abilities

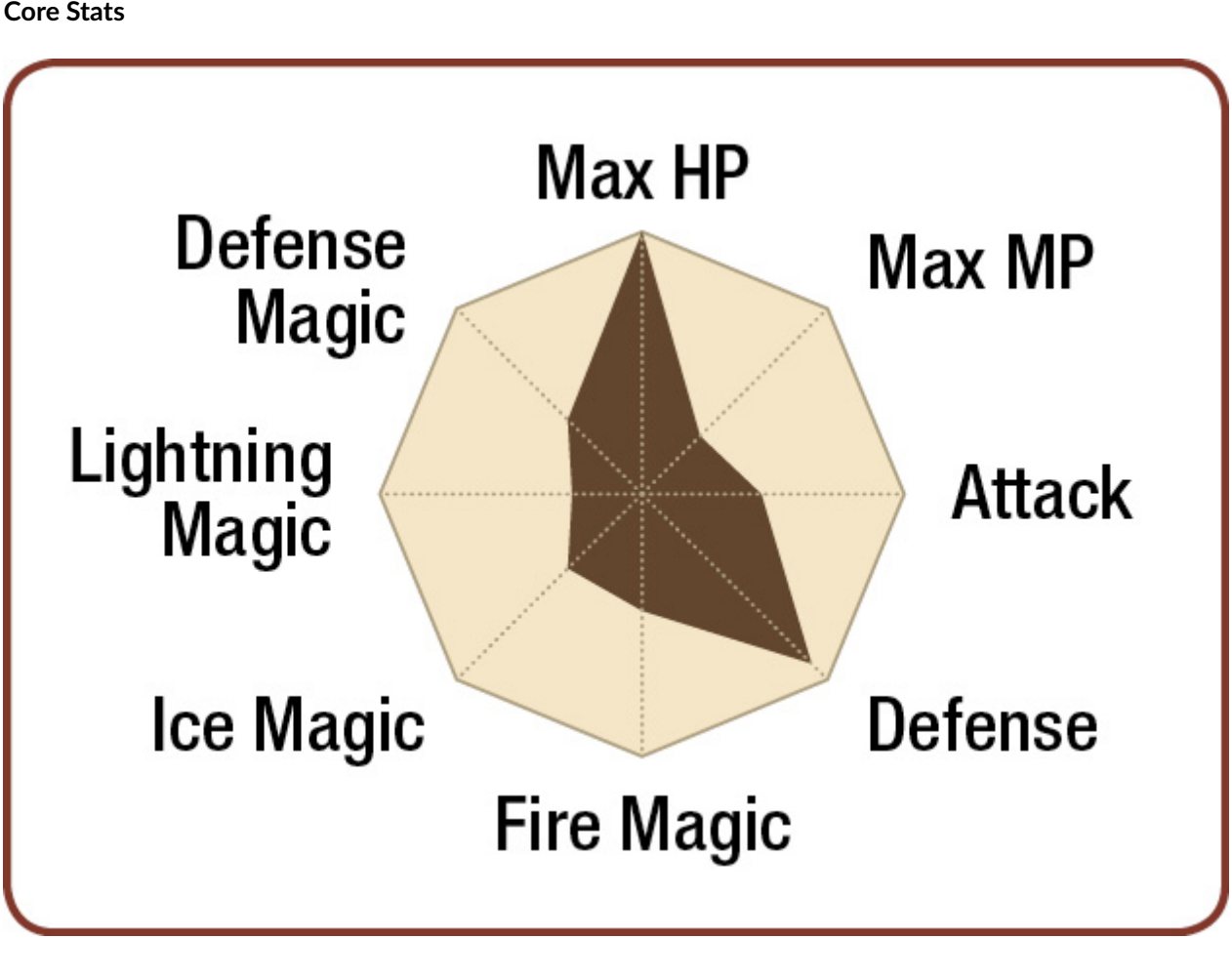
Ability	AP Cost	Release Order
Intel	—	—
Automaton	—	—
HP Up	4	1
HP Up II	4	6
HP Up III	6	12
HP Up IV	6	16
MP Up	4	7
Accelerate	6	4
Accelerate II	8	8
Bulletproof	2	9
Summon Extension	4	5
Summon Extension II	6	13
Mobile Strike	—	—
Megaton Punch	—	—
Megaton Punch: Power Up	4	3
Megaton Punch: Power Up II	4	11
Megaton Punch: Power Up III	6	15
Gaia Stampede	—	—
Gaia Stampede: Power Up	3	2
Gaia Stampede: Power Up II	4	10
Gaia Stampede: Power Up III	6	14

Titan

Titan offers high max HP and impressive defensive stats. It also has a high starting level, so it doesn't need to gain experience before it's effective in battle. Titan does have a fairly short summon duration, however, even after its Summon Extension ability is unlocked.

How to Unlock:	During the second playthrough, complete the SO objective "The Crystal wills you to take down Golem" in the Mission "Machina's Struggle."
Minimum Summoning Radius:	2.2 meters
Duration:	70 seconds (can be increased to 80 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+10
Max HP	+1000
Max MP	+200
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.57

Initial Status

Level	EXP	AP
66	4,407,872	6

Command Abilities

Slot	Ability
1	Megaton Punch
2	Ancients' Wrath
3	Gaia Stampede
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.1 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	Immune

Abilities

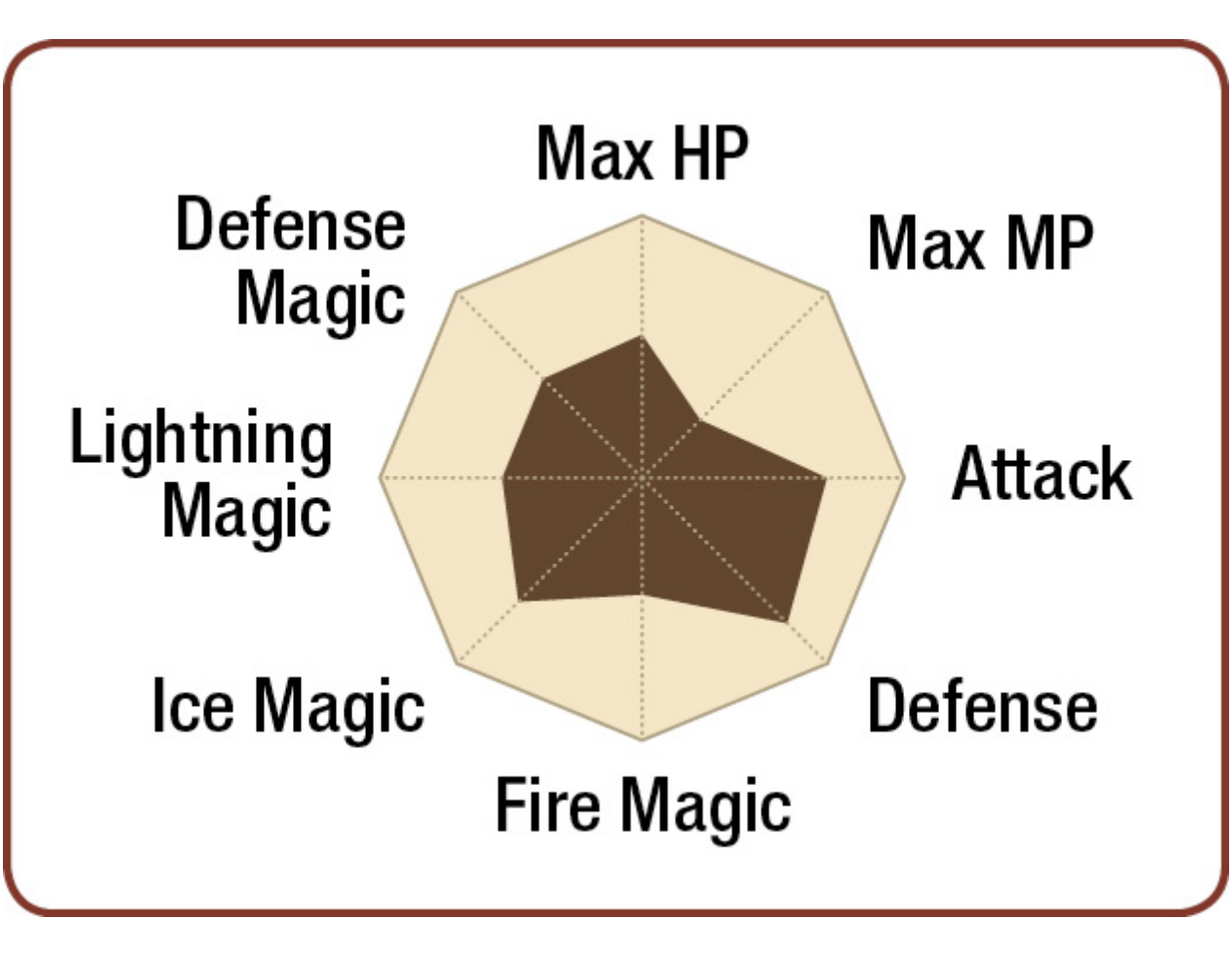
Ability	AP Cost	Release Order
Intel	—	—
HP Up	1	5
HP Up II	2	13
MP Up	3	6
MP Up II	4	14
Accelerate	6	4
Accelerate II	8	12
Mobile Strike	—	—
Mobile Strike: Power Up	3	7
Mobile Strike: Power Up II	4	8
Mobile Strike: Power Up III	6	15
Summon Extension	6	16
Megaton Punch	—	—
Megaton Punch: Power Up	3	2
Megaton Punch: Power Up II	4	10
Gaia Stampede	—	—
Gaia Stampede: Power Up	4	1
Gaia Stampede: Power Up II	6	9
Ancients' Wrath	—	—
Ancients' Wrath: Power Up	3	3
Ancients' Wrath: Power Up II	3	11

Dwarf Golem

Megaton Punch is the Dwarf Golem's only command ability. When this Eidolon runs out of MP, attempting to use Megaton Punch will result in a Mobile Strike attack. Because the Dwarf Golem doesn't possess Gaia Stampede, its mobility is extremely limited. Summon Dwarf Golem near potential targets to maximize its effectiveness.

How to Unlock:	Complete the Expert Trial "The Climactic Clash at Azurr" on Officer difficulty.
Minimum Summoning Radius:	1.7 meters
Duration:	90 seconds (can be increased to 110 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+20 seconds
Max HP	+500
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.0

Initial Status

Level	EXP	AP
82	8,799,494	6

Command Abilities

Slot	Ability
1	Megaton Punch
2	—
3	—
4	—

Basic Attributes

Attribute	Value
Movement Speed	1.58 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	Immune

Abilities

Ability	AP Cost	Release Order
Intel	—	—
HP Up	2	4
Summon Extension	3	10
Summon Extension II	5	14
Mobile Strike	—	—
Megaton Punch	—	—
Megaton Punch: Power Up	2	1
Megaton Punch: Power Up II	2	3
Megaton Punch: Power Up III	2	5
Megaton Punch: Power Up IV	2	7
Megaton Punch: Power Up V	2	9
Megaton Punch: Power Up VI	3	11
Megaton Punch: Power Up VII	3	13
Megaton Punch: X-Power	3	15
Megaton Punch: Crit Up	2	6
Megaton Punch: Crit Up II	2	16
Megaton Punch: MP Down	2	2
Megaton Punch: MP Down II	3	8
Megaton Punch: MP Down III	3	12

Eidolons

Shiva-Class

Shiva-class Eidolons are skilled in the use of Ice-based attacks. With proper timing, these Eidolons can chain attacks for extended combos. Shiva-class Eidolons are quick, but their momentum can make it difficult to control their movements.

Resistances

Ballistic	Impact	Piercing	Cleaving	Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.5	×3.0	×1.0	×1.0	×1.0	×1.0

Shiva-Class Command Abilities

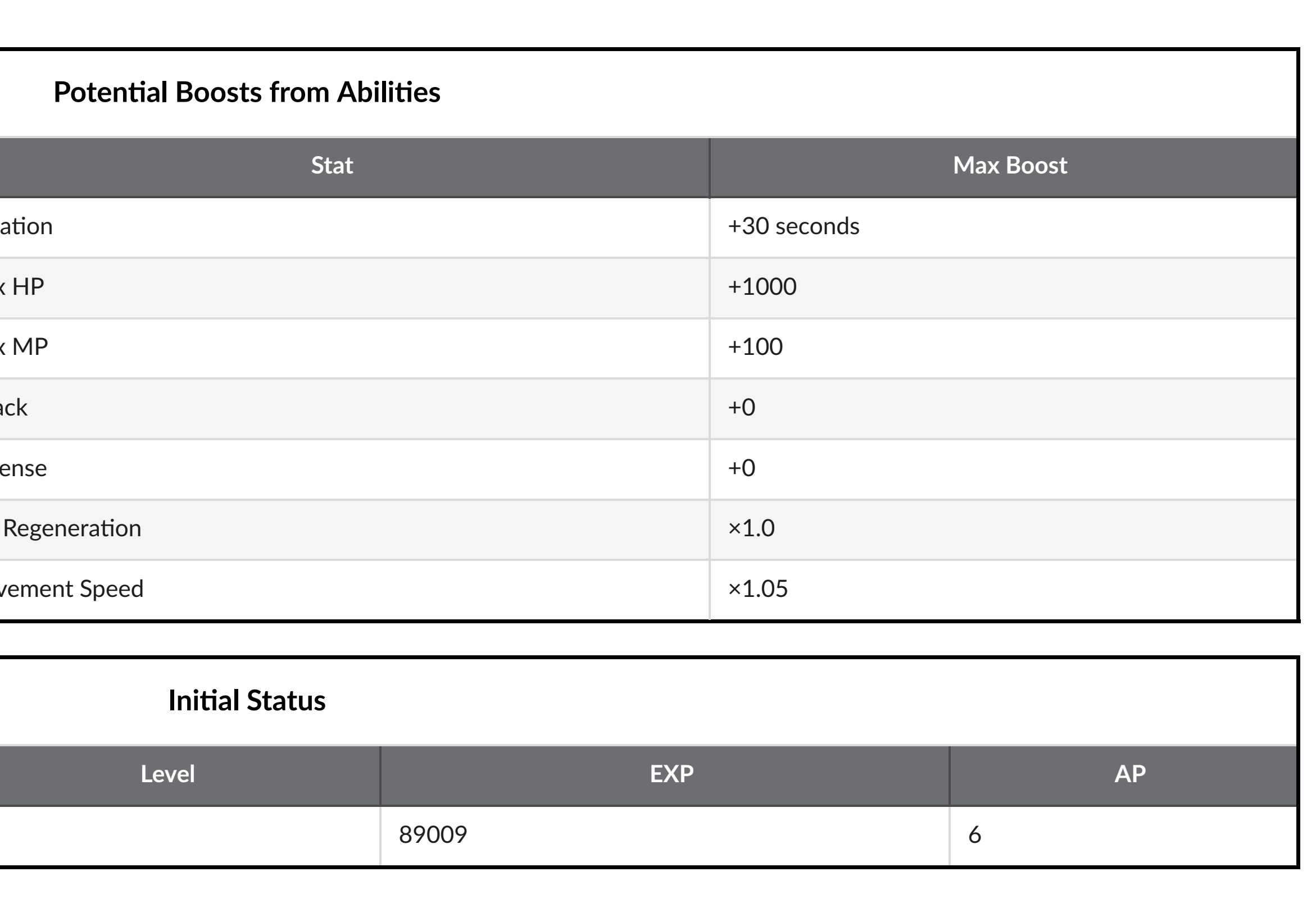
Ability	Description	Applicable Eidolons
Icicle Twirl	Whirl around and deal Ice-type damage to nearby enemies	Shiva, Petite Shiva
Diamond Dust	Launch a series of rapid-fire Ice-type attacks with timed button presses	Shiva
Winter Wonderland	Freeze nearby enemies	Shiva, Shankara
Crystal Dust	Launch a series of rapid-fire Ice-type attacks with timed button presses	Shankara, Petite Shiva

Shiva

Like Ifrit, Shiva is unlocked fairly early in the game. Unlike other Eidolons in her class, Shiva offers three command abilities. Her high speed and long summon duration make Shiva an ideal choice when time is of the essence.

How to Unlock:	Complete the Mission "The Capture of Togoreth Stronghold" on Officer difficulty.
Minimum Summoning Radius:	0.7 meters
Duration:	90 seconds (can be increased to 120 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+30 seconds
Max HP	+1000
Max MP	+100
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.05

Initial Status

Level	EXP	AP
21	89009	6

Command Abilities

Slot	Ability
1	Icicle Twirl
2	Winter Wonderland
3	Diamond Dust
4	—

Basic Attributes

Attribute	Value
Movement Speed	12.0 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

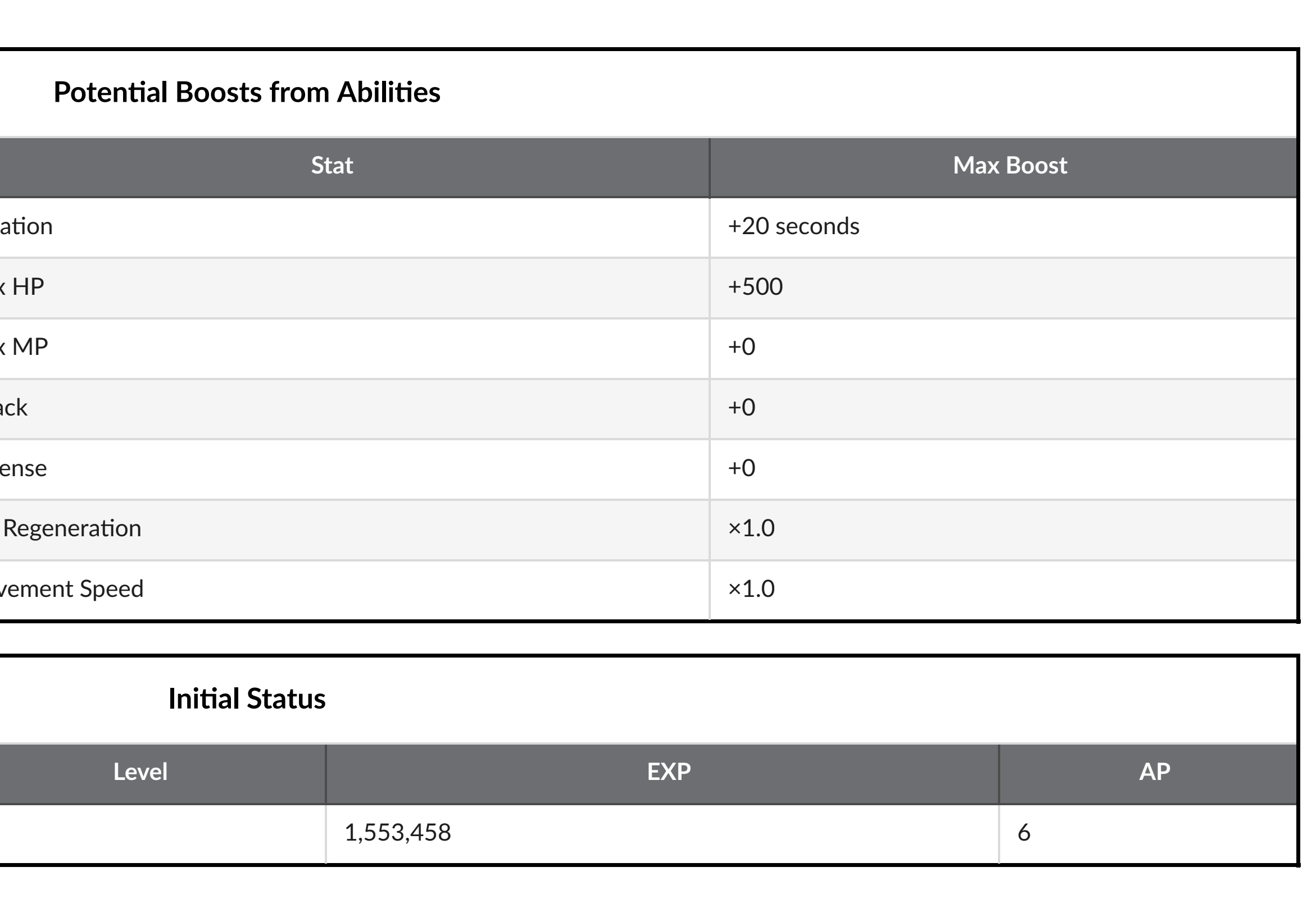
Ability	AP Cost	Release Order
Intel	—	—
HP Up	8	1
HP Up II	10	12
MP Up	4	7
Accelerate	6	11
Summon Extension	6	6
Summon Extension II	8	10
Summon Extension III	10	16
Icicle Twirl	—	—
Icicle Twirl: Power Up	4	2
Icicle Twirl: Power Up II	6	8
Icicle Twirl: Crit Up	6	5
Icicle Twirl: Crit Up II	8	14
Diamond Dust	—	—
Diamond Dust: Combo Up	4	4
Diamond Dust: Combo Up II	6	13
Winter Wonderland	—	—
Winter Wonderland: Time Up	4	3
Winter Wonderland: Time Up II	6	9
Winter Wonderland: Time Up III	8	15

Shankara

Shankara starts with a high level and has a very high Ice Magic rating. However, these advantages are offset by her low max HP and a short summon duration. This means that chaining multiple Crystal Dust attacks is the key to Shankara's effectiveness in battle.

How to Unlock:	Complete the Mission "Operation Breakthrough" on the second playthrough.
Minimum Summoning Radius:	0.6 meters
Duration:	45 seconds (can be increased to 65 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+20 seconds
Max HP	+500
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.0

Initial Status

Level	EXP	AP
48	1,553,458	6

Command Abilities

Slot	Ability
1	—
2	Winter Wonderland
3	Crystal Dust
4	—

Basic Attributes

Attribute	Value
Movement Speed	10.0 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

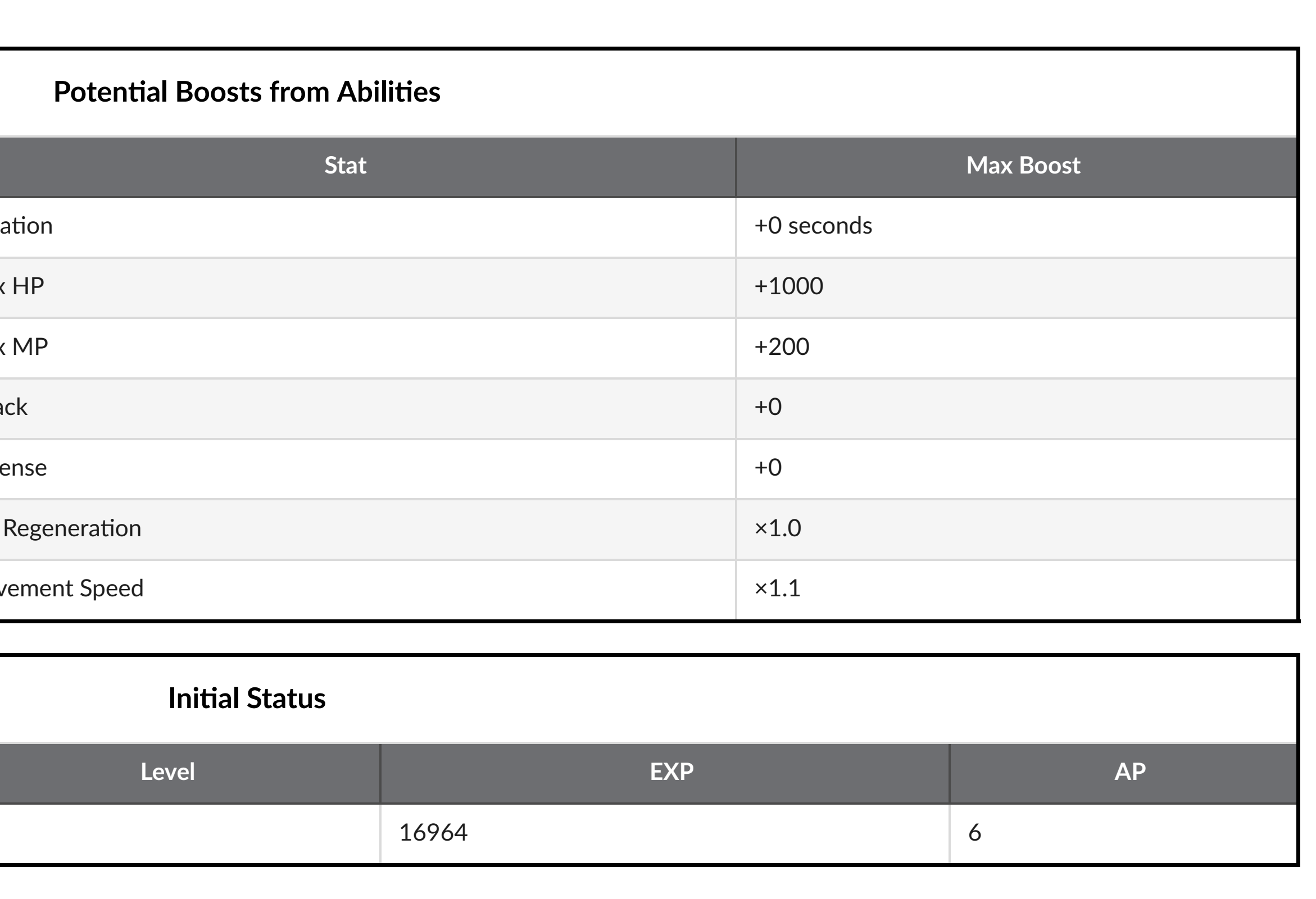
Ability	AP Cost	Release Order
Intel	—	—
HP Up	10	14
Summon Extension	6	11
Summon Extension II	6	13
Crystal Dust	—	—
Crystal Dust: Power Up	4	1
Crystal Dust: Power Up II	8	7
Crystal Dust: Crit Up	5	4
Crystal Dust: Crit Up II	8	9
Crystal Dust: Freeze Up	4	3
Crystal Dust: Freeze Up II	6	6
Crystal Dust: Freeze Up III	8	10
Crystal Dust: Freeze Up IV	8	15
Winter Wonderland	—	—
Winter Wonderland: Time Up	4	2
Winter Wonderland: Time Up II	5	5
Winter Wonderland: Time Up III	5	8
Winter Wonderland: Time Up IV	6	12
Winter Wonderland: Time Up V	6	16

Petite Shiva

Petite Shiva is roughly half the size of a human, and she has a very slow movement speed for a member of this Eidolon class. She starts at a fairly low level, so Petite Shiva requires a bit of experience before she's effective in tough battles. Attack with Icicle Twirl and chain into Crystal Dust for a solid combo.

How to Unlock:	Complete the Expert Trial "Covering the Cadets" on Agito difficulty.
Minimum Summoning Radius:	0.4 meters
Duration:	120 seconds (cannot be increased)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+0 seconds
Max HP	+1000
Max MP	+200
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.1

Initial Status

Level	EXP	AP
12	16964	6

Command Abilities

Slot	Ability
1	Icicle Twirl
2	—
3	Crystal Dust
4	—

Basic Attributes

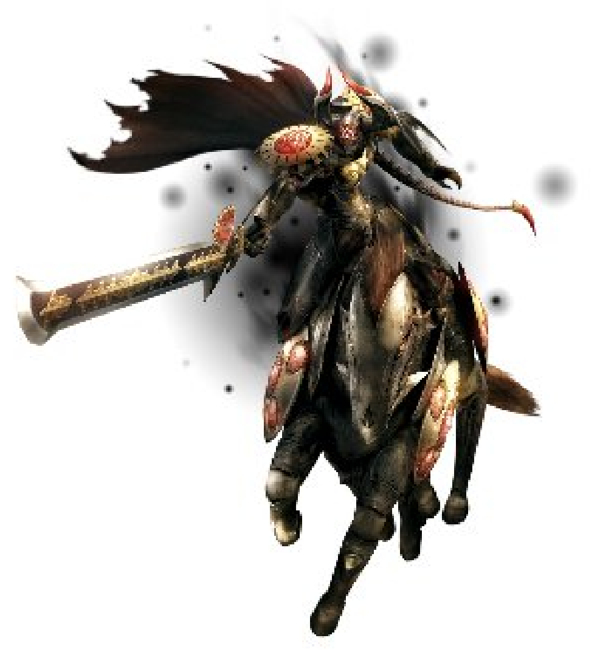
Attribute	Value
Movement Speed	6.6 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×1.1

Abilities

Ability	AP Cost	Release Order
Intel	—	—
HP Up	12	6
HP Up II	14	10
MP Up	10	3
MP Up II	14	9
Accelerate	12	7
Accelerate II	16	14
Icicle Twirl	—	—
Crystal Dust	—	—
Crystal Dust: Power Up	8	1
Crystal Dust: Power Up II	10	4
Crystal Dust: Power Up III	12	8
Crystal Dust: Power Up IV	14	11
Crystal Dust: Power Up V	16	15
Crystal Dust: Crit Up	10	5
Crystal Dust: Crit Up II	16	12
Crystal Dust: Freeze Up	8	2
Crystal Dust: Freeze Up II	18	16
Crystal Dust: Combo Up	16	13

Eidolons

Odin-Class



When summoned, Odin-class Eidolons unleash a powerful attack with a high probability of inflicting Death on their targets. These mounted knights also feature four command abilities, allowing them to deal serious damage to surviving targets.

Resistances

Ballistic	Impact	Piercing	Cleaving	Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Odin-Class Command Abilities

Ability	Description	Applicable Eidolons
Prance	Command steed Sleipnir to leap away from enemy attacks	Odin, Grímnir, Odin (Chapter 1)
Moonring Blade	Fire a shock wave to attack enemies and occasionally inflict Death	Odin, Grímnir, Odin (Chapter 1)
Cavalier Charge	Close in on enemies and perform a melee attack	Odin, Grímnir, Odin (Chapter 1)
Zantetsuken	Kill enemies instantly	Odin, Odin (Chapter 1)
Shin-Zantetsuken	Kill enemies instantly	Grímnir

Odin

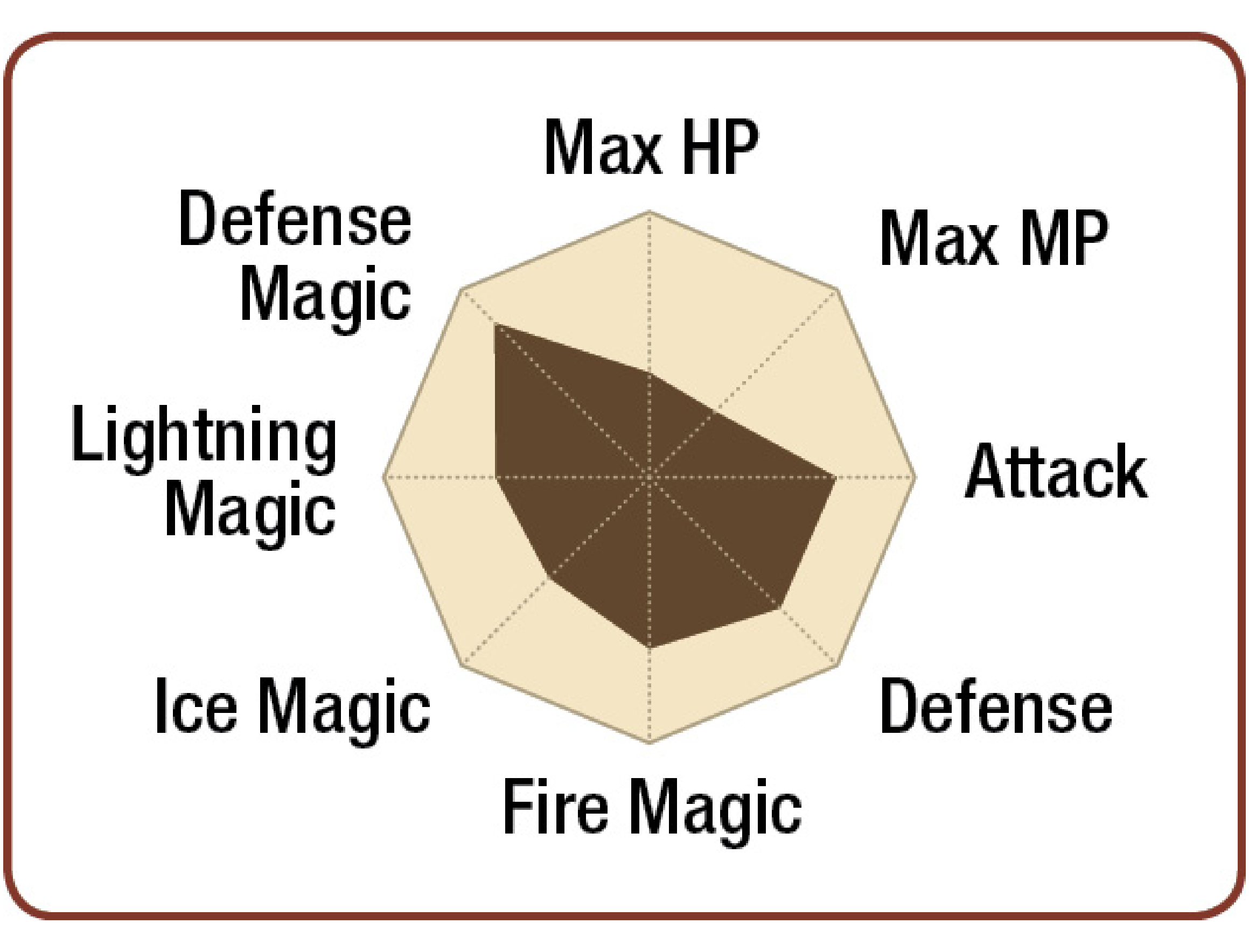
Odin is a well-rounded Eidolon with high stats. In battle, he can switch between his four command abilities and a basic Mobile Strike attack. His Moonring Blade has a wide attack radius, and is often the only tool needed to clear a crowded battlefield.

How to Unlock:	Complete the Mission "The Clash on Big Bridge" on Officer difficulty.
Minimum Summoning Radius:	1.6 meters
Duration:	70 seconds (can be increased to 110 seconds)

Note

The Odin that appears in the game's first chapter has some unique abilities that aren't offered by the standard Odin.

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+40 seconds
Max HP	+2000
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.08

Initial Status

Level	EXP	AP
48	1,553,450	6

Command Abilities

Slot	Ability
1	Moonring Blade
2	Zantetsuken
3	Cavalier Charge
4	Prance

Basic Attributes

Attribute	Value
Movement Speed	7.2 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

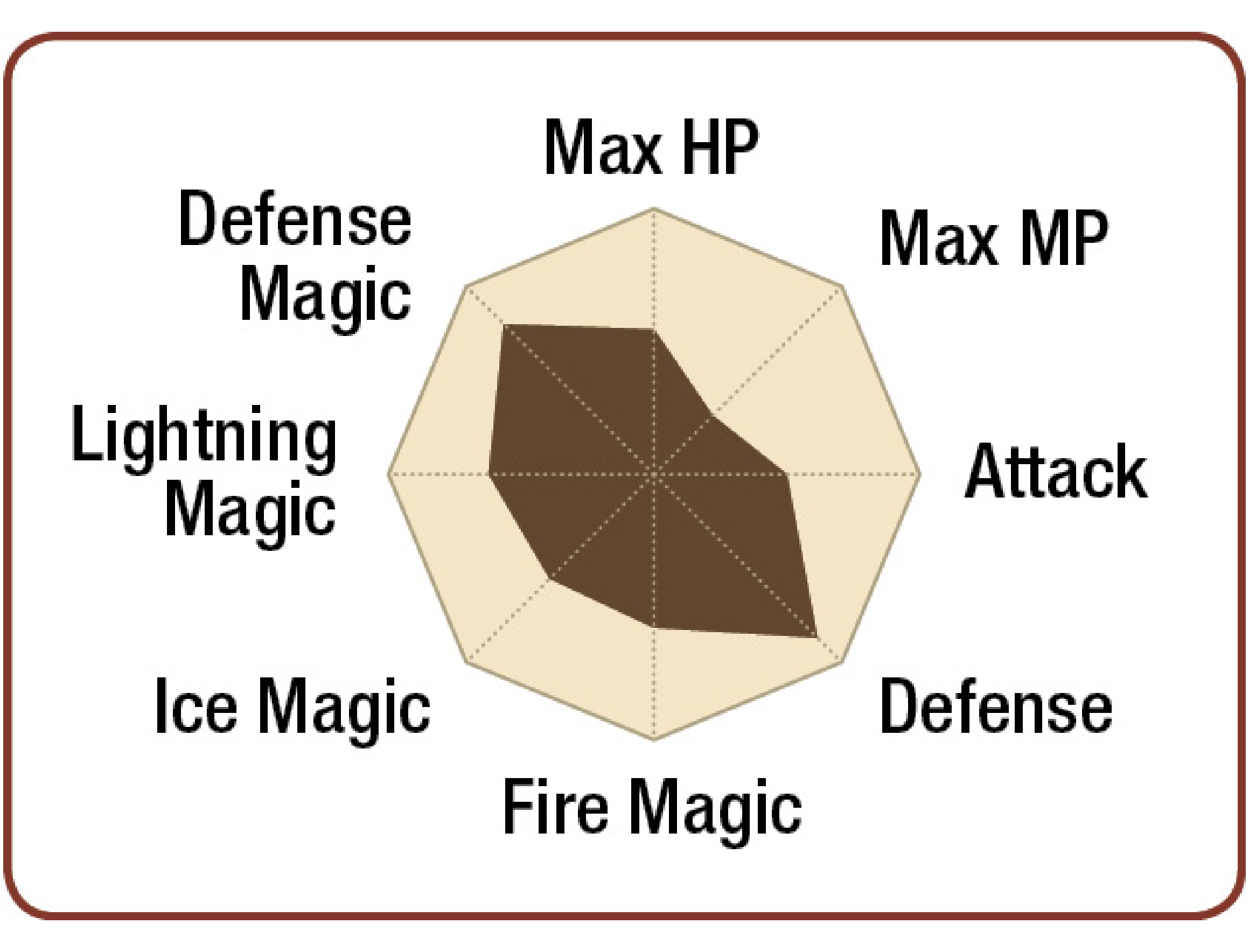
Ability	AP Cost	Release Order
Intel	—	—
HP Up	4	1
HP Up II	4	4
HP Up III	6	9
HP Up IV	6	11
Accelerate	4	6
Summon Extension	6	2
Summon Extension II	8	5
Summon Extension III	8	10
Summon Extension IV	10	13
Mobile Strike	—	—
Prance	—	—
Moonring Blade	—	—
Moonring Blade: Power Up	4	7
Moonring Blade: Power Up II	6	12
Moonring Blade: Crit Up	6	8
Moonring Blade: Death Up	8	15
Cavalier Charge	—	—
Cavalier Charge: Power Up	4	3
Cavalier Charge: Power Up II	6	14
Zantetsuken	—	—
Zantetsuken Bonus	6	16

Grímnir

Grímnir is a fierce Eidolon with an improved version of the Zantetsuken ability. His max HP and Defense are well above that of the standard Odin, but his summon duration is considerably shorter. Invest in his Shin-Zantetsuken Speed Up abilities to reduce the attack's required charge time.

How to Unlock:	Complete the Mission "Mission Under Ceasefire" on Agito difficulty in the second playthrough.
Minimum Summoning Radius:	2.1 meters
Duration:	50 seconds (can be increased to 60 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+10 seconds
Max HP	+0
Max MP	+0
Attack	+10
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.08

Initial Status

Level	EXP	AP
70	5,317,234	6

Command Abilities

Slot	Ability
1	Moonring Blade
2	Shin-Zantetsuken
3	Cavalier Charge
4	Prance

Basic Attributes

Attribute	Value
Movement Speed	9.36 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

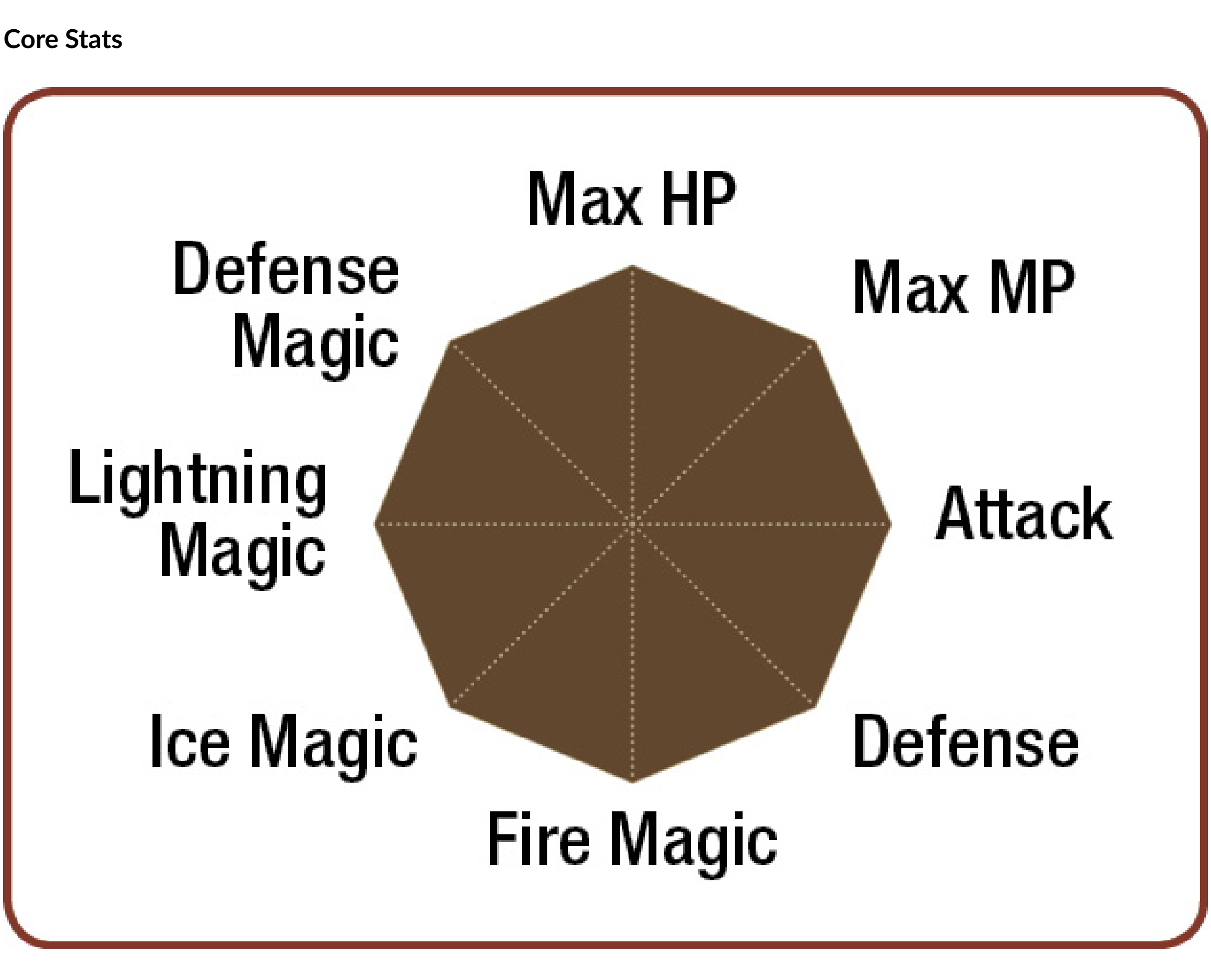
Ability	AP Cost	Release Order
Intel	—	—
Accelerate	2	10
Attack Up	3	14
Summon Extension	3	5
Mobile Strike	—	—
Prance	—	—
Moonring Blade	—	—
Moonring Blade: Power Up	1	3
Moonring Blade: Power Up II	2	8
Moonring Blade: Power Up III	2	12
Cavalier Charge	—	—
Cavalier Charge: Power Up	1	4
Cavalier Charge: Power Up II	2	9
Cavalier Charge: Power Up III	2	13
Shin-Zantetsuken	—	—
Shin-Zantetsuken Bonus	1	1
Shin-Zantetsuken Bonus II	2	6
Shin-Zantetsuken Bonus III	2	11
Shin-Zantetsuken Bonus IV	3	15
Shin-Zantetsuken: Speed Up	2	2
Shin-Zantetsuken: Speed Up II	3	7
Shin-Zantetsuken: Speed Up III	4	16

Odin (Chapter 1)

This powerful Eidolon is summoned and controlled during the game's first chapter, but he cannot be selected or summoned at any other point. He possesses remarkably high stats and unique abilities, but he isn't invulnerable. This version of Odin is summoned automatically, and he remains active until he's fulfilled his role in the mission.

How to Unlock:	This Eidolon only appears in the game's first chapter.
Minimum Summoning Radius:	N/A
Duration:	N/A

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	—
Max HP	—
Max MP	—
Attack	—
Defense	—
MP Regeneration	—
Movement Speed	—

Initial Status

Level	EXP	AP
99	62,498,207	0

Command Abilities

Slot	Ability
1	Moonring Blade
2	Zantetsuken
3	Cavalier Charge
4	Prance

Basic Attributes

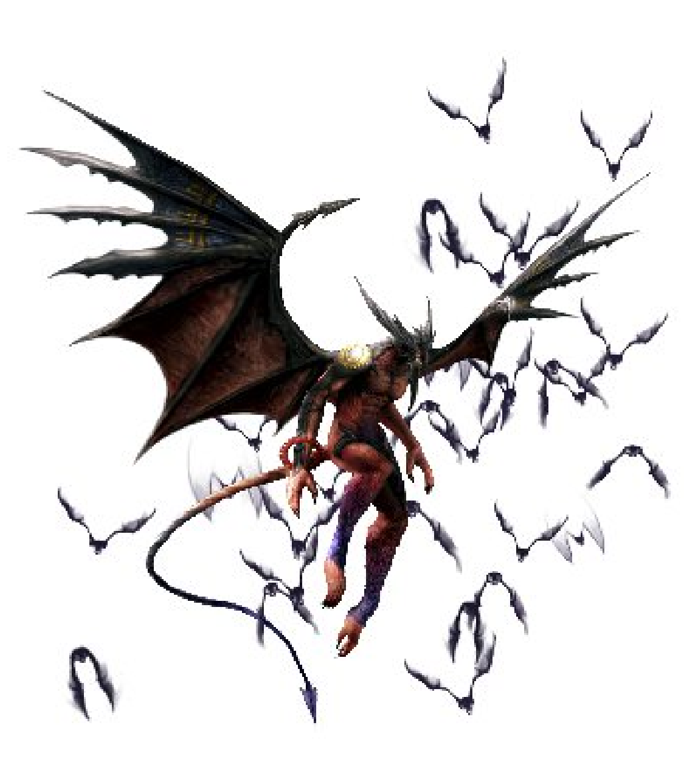
Attribute	Value
Movement Speed	7.2 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

Ability	AP Cost	Release Order
Intel	—	—
Special Summon	—	—
HP Up	—	—
Attack/Defense Up	—	—
Infinite Summon	—	—
Mobile Attack	—	—
Prance	—	—
Moonring Blade	—	—
Moonring Blade: Power Up	—	—
Moonring Blade: Power Up II	—	—
Cavalier Charge	—	—
Cavalier Charge: Power Up	—	—
MAX Power	—	—
Zantetsuken	—	—
Zantetsuken Bonus	—	—
Zantetsuken Bonus II	—	—

Eidolons

Diabolos-Class



Diabolos-class Eidolons have low Max HP and defensive stats, but they boast high Attack power and great mobility. These Eidolons also feature unique command abilities, some of which are capable of damaging allies. All Diabolos-class Eidolons possess an enhanced Mobile Strike ability, which drains HP from enemy targets.

Resistances

Ballistic	Impact	Piercing	Cleaving	Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Diabolos-Class Command Abilities

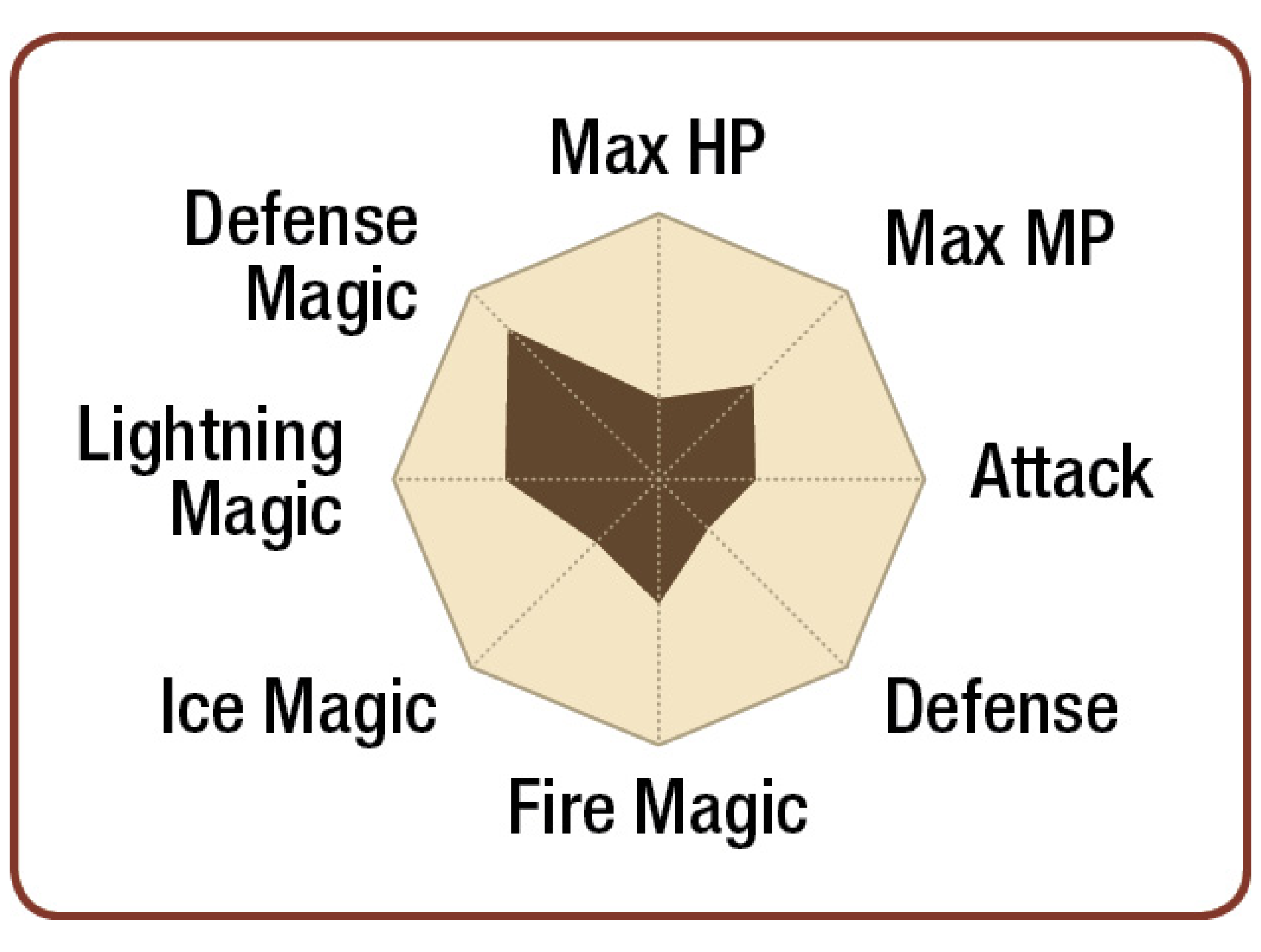
Ability	Description	Applicable Eidolons
Shadow Strike	Swiftly dive towards and attack enemies	Diabolos, Astaroth
Dark Barrier	Conjure a barrier to block enemy fire	Diabolos
Gravija Sphere	Launch a sphere of gravitational energy that can be charged by holding down the Ability button	Diabolos
Sinister Strike	Perform a diving attack and occasionally inflict Poison	Baalberith
Graviton	Launch a sphere of gravitational energy that can be charged by holding down the Ability button	Astaroth

Diabolos

Diabolos possesses a variety of attacks, but it also features Dark Barrier—a defensive command ability not shared by any other Eidolon. Its Gravija Sphere is very effective against enemies with large pools of HP, but this attack does have some inherent risks. Gravija Sphere will damage any allies caught in the effect, and enemy attacks can disrupt the ability's charging phase.

How to Unlock:	Complete the Expert Trial "Operation Dragon Slayer" on Officer difficulty.
Minimum Summoning Radius:	0.8 meters
Duration:	90 seconds (can be increased to 110 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+20 seconds
Max HP	+1000
Max MP	+100
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.09

Initial Status

Level	EXP	AP
49	1,665,800	6

Command Abilities

Slot	Ability
1	Shadow Strike
2	Gravija Sphere
3	—
4	Dark Barrier

Basic Attributes

Attribute	Value
Movement Speed	26.97 meters per second
Flinch Resistance	Immune*
Knockdown Resistance	Immune
Knockback Resistance	×0.33

*While charging Gravija Sphere, flinch resistance is reduced to 0.

Abilities

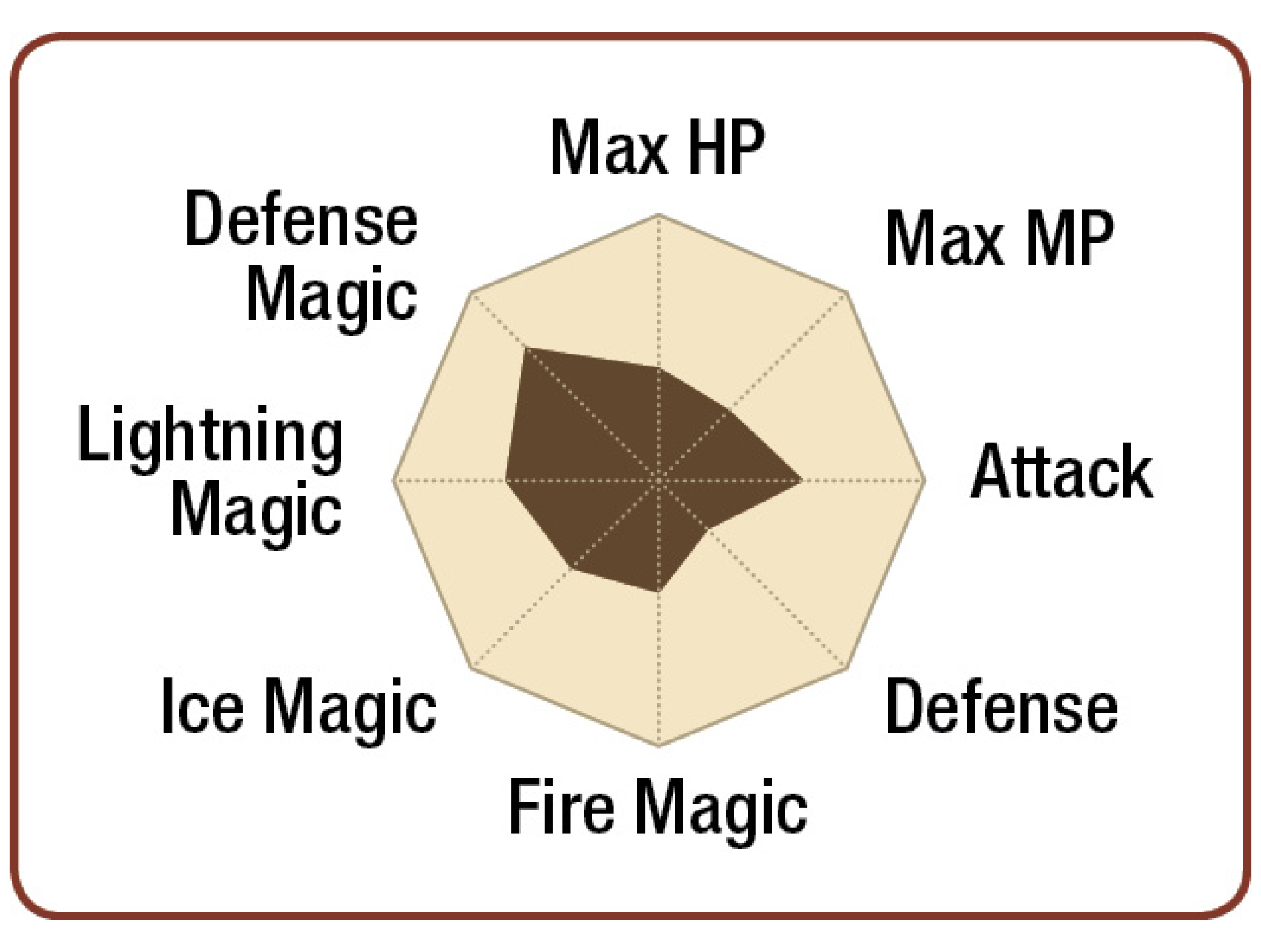
Ability	AP Cost	Release Order
Intel	—	—
HP Up	6	1
HP Up II	8	8
MP Up	4	7
Accelerate	8	3
Accelerate II	10	11
Summon Extension	8	6
Summon Extension II	10	14
Mobile Strike	—	—
Mobile Strike: Power Up	4	5
Mobile Strike: Power Up II	6	13
Shadow Strike	—	—
Shadow Strike: Power Up	3	2
Shadow Strike: Power Up II	3	9
Shadow Strike: Power Up III	5	15
Shadow Strike: Crit Up	6	10
Shadow Strike: +Stop	6	16
Dark Barrier	—	—
Dark Barrier II	2	4
Dark Barrier III	4	12
Gravija Sphere	—	—

Baalberith

Baalberith has very high Attack power, even compared to other Diabolos-class Eidolons. However, it only has two methods of attack. Focus on upgrading both Sinister Strike and Mobile Strike to ensure that Baalberith can deal significant damage for the duration of a summon.

How to Unlock:	During the second playthrough, complete the SO objective "Combat Trial: Deal at least 3500 damage to the Diepvern" in the Mission "Operation Vulturnus."
Minimum Summoning Radius:	0.4 meters
Duration:	75 seconds (can be increased to 85 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+10 seconds
Max HP	+1000
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.09

Initial Status

Level	EXP	AP
57	2,748,643	6

Command Abilities

Slot	Ability
1	Sinister Strike
2	—
3	—
4	—

Basic Attributes

Attribute	Value
Movement Speed	14.82
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

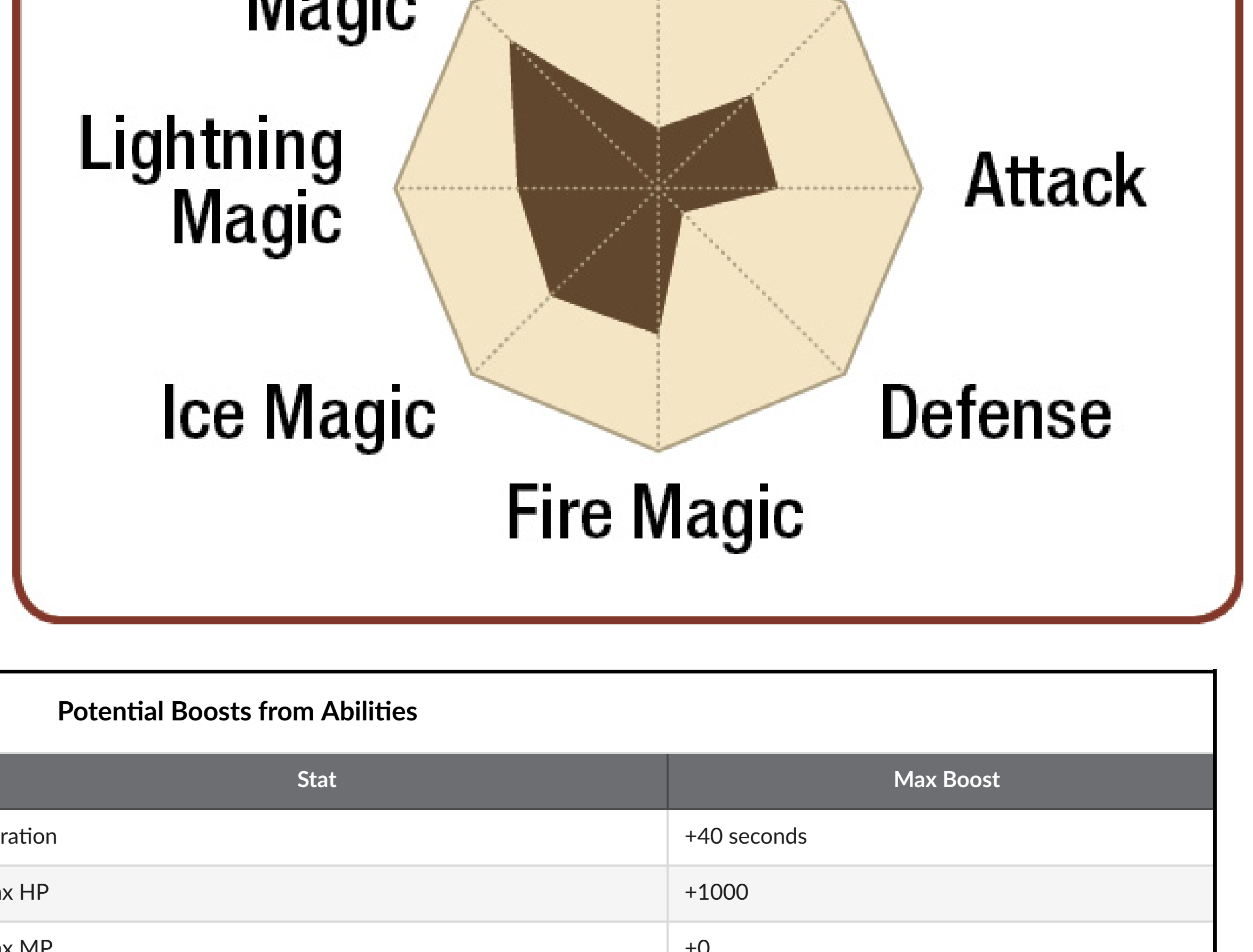
Ability	AP Cost	Release Order
Intel	—	—
HP Up	3	4
HP Up II	4	12
Accelerate	6	2
Accelerate II	8	11
Summon Extension	10	10
Mobile Strike	—	—
Mobile Strike: Power Up	2	7
Mobile Strike: Power Up II	3	14
Sinister Strike	—	—
Sinister Strike: Power Up	2	1
Sinister Strike: Power Up II	4	13
Sinister Strike: Poison Up	2	3
Sinister Strike: Poison Up II	3	6
Sinister Strike: Poison Up III	4	9
Sinister Strike: Poison Up IV	6	16
Sinister Strike: Effect Up	2	5
Sinister Strike: Effect Up II	3	8
Sinister Strike: Effect Up III	4	15

Astaroth

Astaroth has a lower max HP and weaker defensive stats than the other Eidolons in its class, but it also features Graviton. This powerful attack is essentially an improved version of Diabolos' Gravija Sphere. Graviton also deals increased damage to nearby allies, however, so Astaroth is best summoned during missions that allow only a single party member.

How to Unlock:	Complete the Expert Trial "Dominating the Dragon's Nest" on Officer difficulty.
Minimum Summoning Radius:	1.0 meters
Duration:	110 seconds (can be increased to 150 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+40 seconds
Max HP	+1000
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.09

Initial Status

Level	EXP	AP
73	6,076,309	6

Command Abilities

Slot	Ability
1	Shadow Strike
2	Graviton
3	—
4	—

Basic Attributes

Attribute	Value
Movement Speed	37.77 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	×0.33

Abilities

Ability	AP Cost	Release Order
Intel	—	—
Auto-Endure	—	—
HP Up	1	3
HP Up II	2	14
Accelerate	2	6
Accelerate II	3	12
Summon Extension	4	2
Summon Extension II	6	8
Summon Extension III	8	11
Summon Extension IV	10	15
Mobile Strike	—	—
Mobile Strike: Power Up	2	5
Mobile Strike: Power Up II	3	9
Shadow Slash	—	—
Graviton	—	—
Graviton: Power Up	2	1
Graviton: Power Up II	2	4
Graviton: Power Up III	3	10
Graviton: Power Up IV	3	16
Graviton: Speed Up	3	7
Graviton: Speed Up II	3	13

Eidolons

Bahamut-Class

Bahamut-class Eidolons suffer from poor mobility and low Defense, but their high base stats and powerful abilities make them formidable allies in combat. Bahamut-class Eidolons are useful in a variety of situations, but they are limited by relatively short summon durations.

Resistances

Ballistic	Impact	Piercing	Cleaving	Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Bahamut-Class Command Abilities

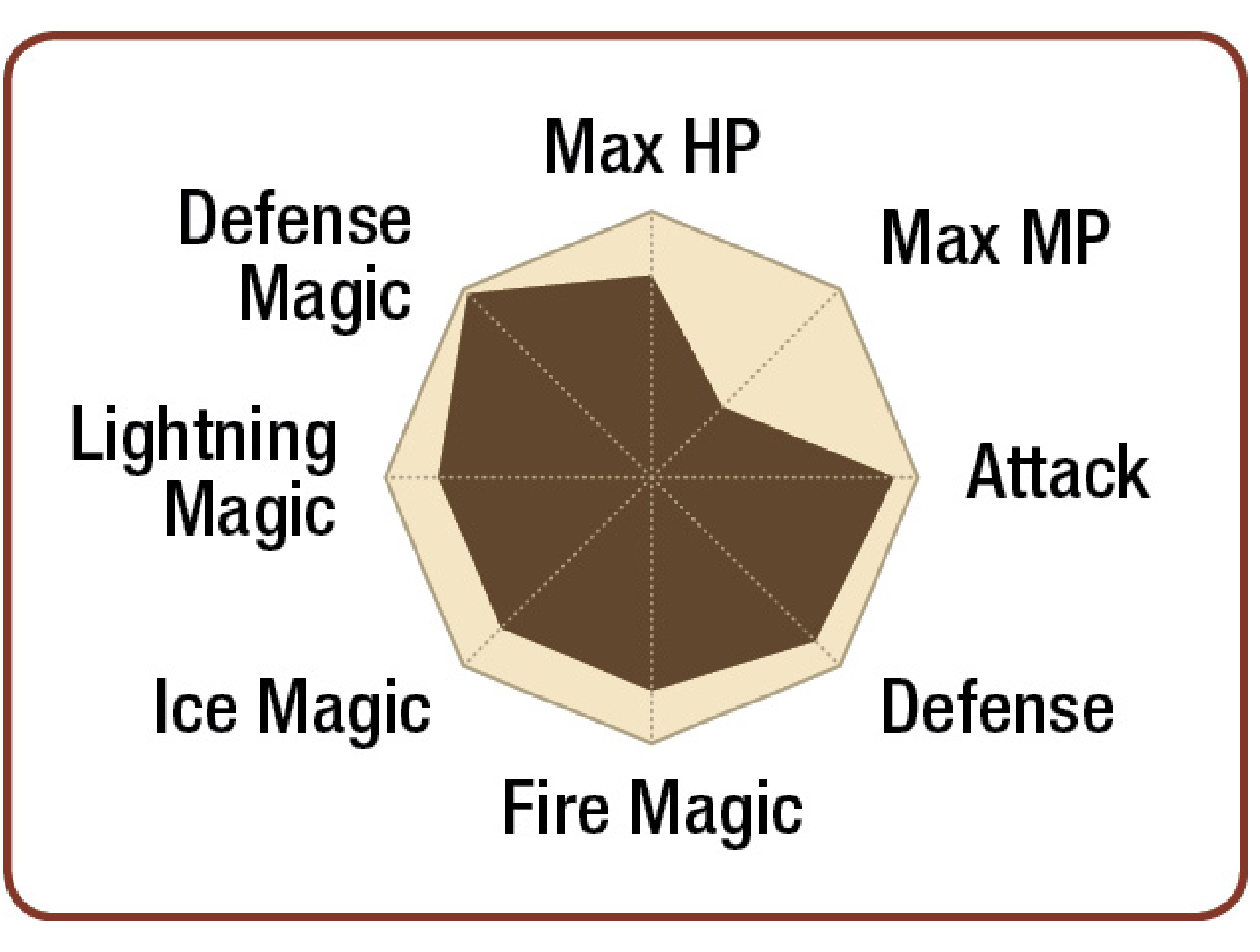
Ability	Description	Applicable Eidolons
Rush	Hurl self towards enemies and perform a body blow	Bahamut, Neo Bahamut
Shock Wave	Release an energy wave to attack nearby enemies	Bahamut, Neo Bahamut
Mega Flare	Unleash a continuous beam that can be charged by holding down the Ability button	Bahamut, Bahamut ZERO
Giga Flare	Unleash a continuous beam that can be charged by holding down the Ability button	Neo Bahamut
Grand Buster	Lunges forward and delivers a devastating punch	Bahamut ZERO

Bahamut

With the exception of max MP, Bahamut possesses very high core stats. Its attacks are extremely powerful, and only Mega Flare consumes MP. Unfortunately, Bahamut does have a short summon duration, and it can only be summoned in wide-open areas.

How to Unlock:	Complete the Mission "Operation Vulturnus" on Officer difficulty in the second playthrough.
Minimum Summoning Radius:	3.0 meters
Duration:	50 seconds (can be increased to 60 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+10 seconds
Max HP	+1500
Max MP	+0
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.0

Initial Status

Level	EXP	AP
47	1,445,903	6

Command Abilities

Slot	Ability
1	Rush
2	Mega Flare
3	Shock Wave
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.67 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	Immune

Abilities

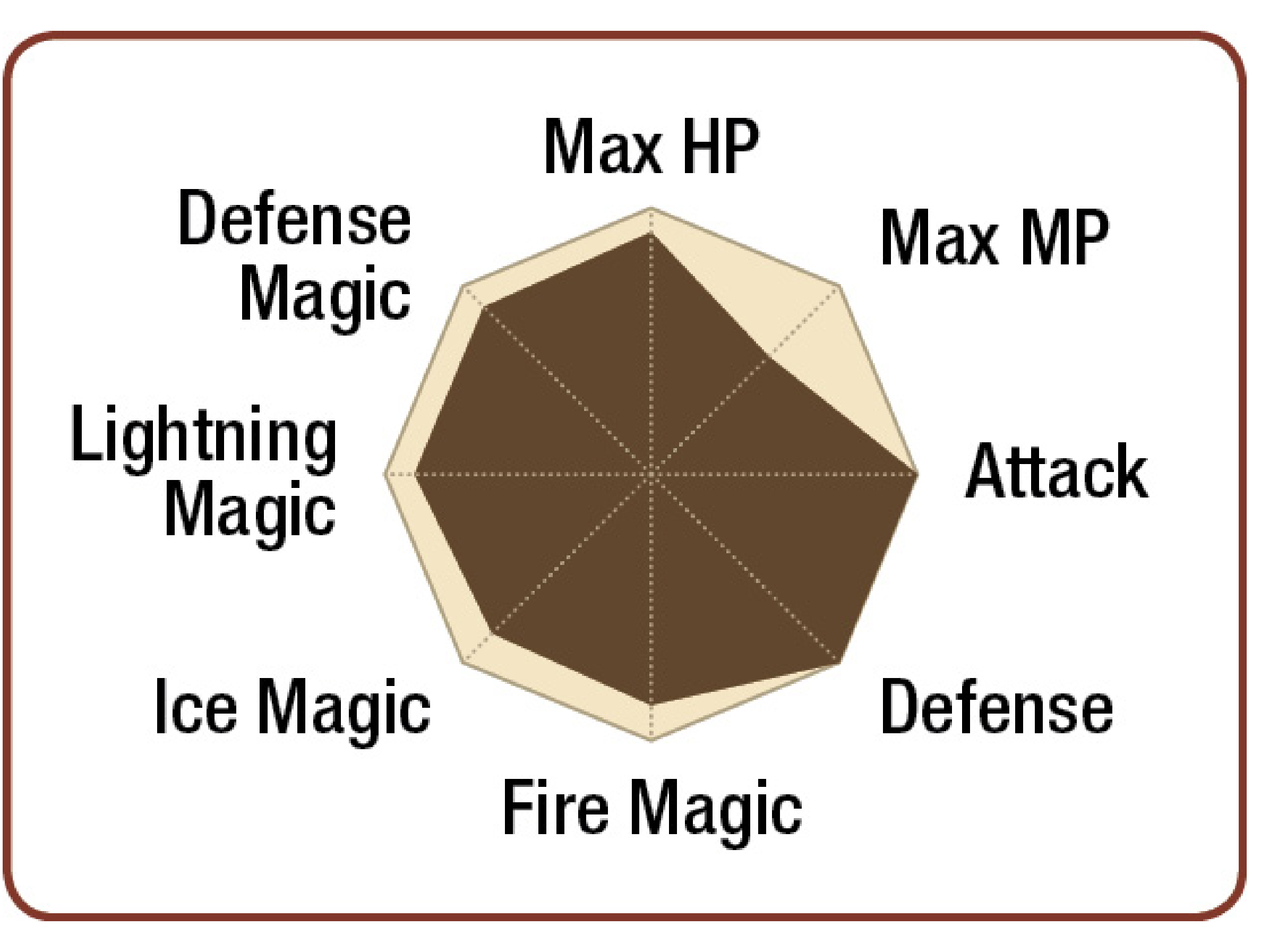
Ability	AP Cost	Release Order
Intel	—	—
HP Up	4	1
HP Up II	6	9
HP Up III	8	12
Summon Extension	10	7
Rush	—	—
Rush: Power Up	2	2
Rush: Power Up II	6	10
Rush: Power Up III	8	13
Rush: Crit Up	4	6
Shock Wave	—	—
Shock Wave: Power Up	4	5
Shock Wave: Power Up II	6	15
Mega Flare	—	—
Mega Flare: Power Up	4	4
Mega Flare: Power Up II	6	11
Mega Flare: Power Up III	8	16
Mega Flare: MP Down	4	3
Mega Flare: MP Down II	6	8
Mega Flare: MP Down III	8	14

Neo Bahamut

Neo Bahamut starts at a high level with impressive stats and devastating attacks. This Eidolon is a great way to weaken a particularly formidable opponent, but its short summon duration makes it a fairly poor choice for anything more than burst damage.

How to Unlock:	Complete the Expert Trial "Colonel Faith's Revolt" on Agito difficulty.
Minimum Summoning Radius:	3.0 meters
Duration:	35 seconds (can be increased to 50 seconds)

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	+15 seconds
Max HP	+1000
Max MP	+100
Attack	+0
Defense	+0
MP Regeneration	×1.0
Movement Speed	×1.0

Initial Status

Level	EXP	AP
86	10,272,305	6

Command Abilities

Slot	Ability
1	Rush
2	Giga Flare
3	Shock Wave
4	—

Basic Attributes

Attribute	Value
Movement Speed	2.67 meters per second
Flinch Resistance	Immune
Knockdown Resistance	Immune
Knockback Resistance	Immune

Abilities

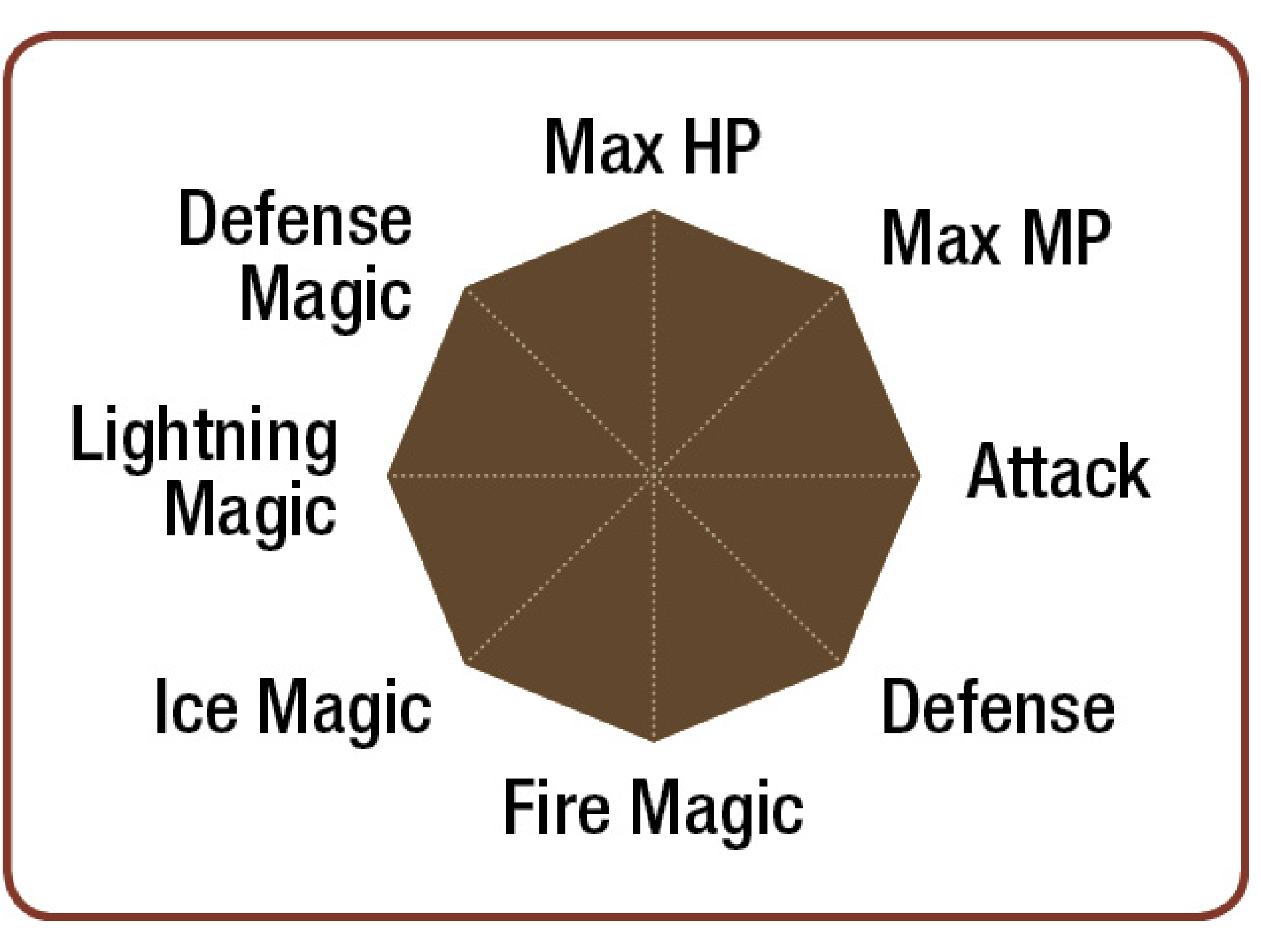
Ability	AP Cost	Release Order
Intel	—	—
HP Up	3	2
HP Up II	4	14
MP Up	2	10
Summon Extension	8	4
Summon Extension II	11	8
Rush	—	—
Shock Wave	—	—
Giga Flare	—	—
Giga Flare: Power Up	2	1
Giga Flare: Power Up II	2	3
Giga Flare: Power Up III	2	5
Giga Flare: Power Up IV	2	7
Giga Flare: Power Up V	3	9
Giga Flare: Power Up VI	3	11
Giga Flare: Power Up VII	4	13
Giga Flare: Power Up VIII	4	15
Giga Flare: Crit Up	2	6
Giga Flare: Crit Up II	3	12
Giga Flare: Crit Up III	3	16

Bahamut ZERO

Like Odin (Chapter 1), Bahamut ZERO can only be summoned at a specific point in the game. This powerful ally is the pinnacle of Eidolons—aside from having the highest possible core stats, its HP can never be fully depleted. Bahamut ZERO is strong enough to overwhelm the mighty Shinryu Celestia in battle.

How to Unlock:	This Eidolon only appears if every member of Class Zero falls to Shinryu Celestia during the Mission "The Battle of Judecca" in Chapter 5.
Minimum Summoning Radius:	N/A
Duration:	N/A

Core Stats



Potential Boosts from Abilities

Stat	Max Boost
Duration	—
Max HP	—
Max MP	—
Attack	—
Defense	—
MP Regeneration	—
Movement Speed	—

Initial Status

Level	EXP	AP
99	99,999,999	6

Command Abilities

Slot	Ability
1	Grand Buster
2	Mega Flare
3	—
4	—

Basic Attributes

Attribute	Value
Movement Speed	6.0 meters per second
Flinch Resistance	Immune*
Knockdown Resistance	Immune
Knockback Resistance	Immune
*While charging Mega Flare, flinch resistance is reduced to 0.	

Abilities

Ability	AP Cost	Release Order
Intel	—	—
Infinite Summon	—	—
Special Summon	—	—
Killsight Rush	—	—
Grand Buster	—	—
Mega Flare	—	—
Mega Flare: Power Up	—	—
Mega Flare: Power Up II	—	—
Giga Flare	—	—
Giga Flare: Power Up	—	—
Giga Flare: Power Up II	—	—
Tera Flare	—	—
Tera Flare: Power Up	—	—
Tera Flare: Power Up II	—	—
Tera Flare: Power Up III	—	—
Eidolon Ascendant	—	—

Playthrough Two

Introduction

As we've mentioned before, Final Fantasy Type-0 HD was meant to be played more than once. In fact, playing through a second time offers significantly more Missions than your first playthrough. You'll need to load the save you created after beating the game in order to start your second playthrough. When you start playthrough two, all of your items, character stats, and gil, as well as all of the Rubicus entries you've accumulated so far will be at your disposal.

In addition to all of that, you'll also get the chance to play through the game at a higher difficulty, which will keep the challenge appropriate to your level and also yield new rewards for completing Missions.

We'll be listing all of the Tasks, Expert Trials, Events, and Missions that you can do in the previous playthrough and this one, so you can keep track of what's old and new, as well as figure out what you've already done and what you haven't.

You'll still have to unlock things that were a part of story Missions, like the Airship Landing's charter flights, all of the towns and regions, and your Squad Commands. You'll still have your Eidolons, but you won't be able to access them until you reach Togoreth in Chapter 2.

Last thing we should mention about playthrough two is about the difficulty. While you might think that the next step after completing the game is to up the enemy levels so you keep the challenge at your current level, you might want to hold off on that. While the story missions will be your level, the extra Missions and Expert Trials will not be. Most of the Expert Trials and extra Missions were made so that you'd play them after beating the game once through, but on the same difficulty. That's why so many of the Expert Trials had level requirements between 35 and 48. If you up the difficulty, you're going to be in the exact same position you were in on your first playthrough, with the Expert Trials being too high for you. You can switch your difficulty at any time using a Relic Terminal, so we suggest you set it to Agito and then change it back to Officer whenever you do one of the extra Missions or Expert Trials.

Using This Chapter

There are a few things to keep in mind when using this section of the guide. We've added the rewards for completing Missions on different difficulties and achieving an S-Rank. Both the S-Rank reward and a difficulty reward can be obtained in the same Mission. The S-Rank rewards drop based on the percentages listed next to each of the rewards. You'll have to S-Rank a Mission or Expert Trial multiple times in order to get each of the items available.

If you see a reward preceded by "Orderly," that means that it is now available from the shop run in Classroom Zero.

If you see "Armory" preceding a reward, it means that the shop in the Armory now has that item to sell.

You, of course, already know that seeing "Magic" before the name of a reward means that it is a spell.

If you see "Eidolon" preceding a reward, it means that you've earned something Eidolon related. If you see a reward that looks something like, "Eidolon: Ifrit's Rubicante Form," it means you've unlocked a new form for one of your Eidolons.

If you see "SPP" preceding a reward, it means that a new item has been added to the SPP shop's inventory in Central Command.

Breaks are Free Time sessions, as we are sure you recall. We'll be putting the Missions in their order of appearance, which should help you figure out when a Free Time session begins and ends.

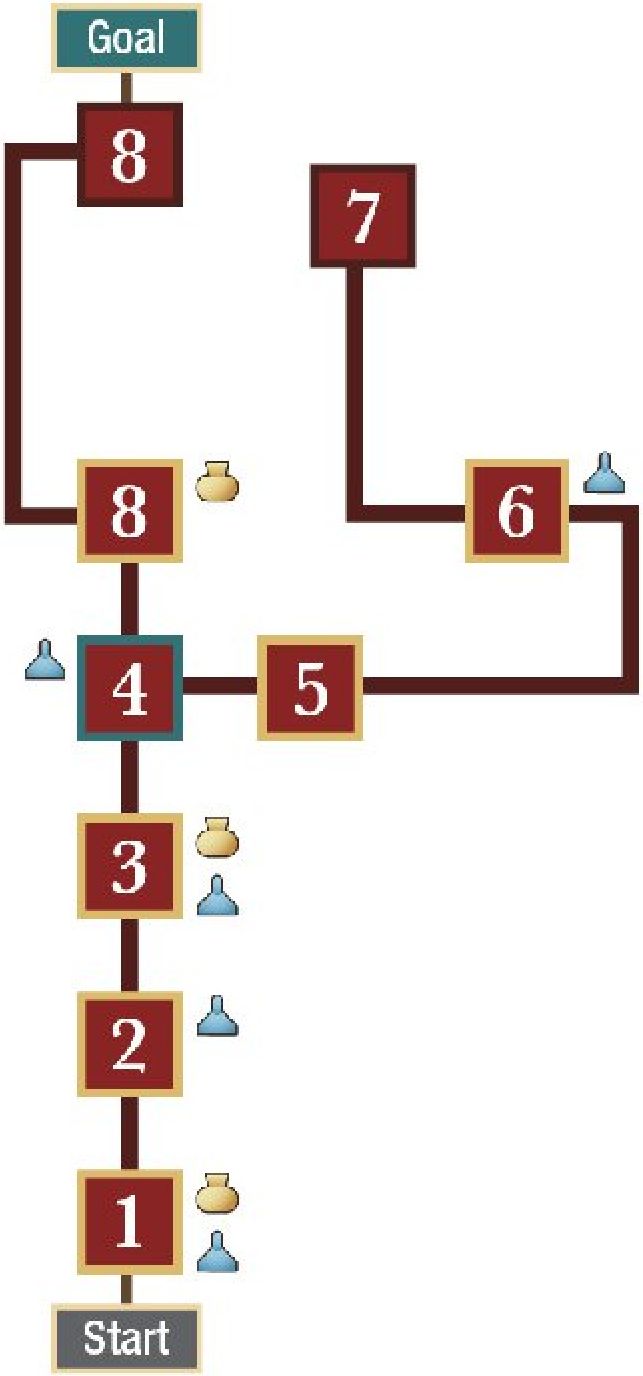
We'll be sure to mark any new Events, Tasks, Expert Trials, or Missions with a "Second Playthrough" tag in the "Note" column of their table to help you know what's new and what isn't.

That about covers it. We hope this section and all the sections in the "Rubicus" chapter will help you see and do everything you want to in Final Fantasy Type-0 HD.

Playthrough Two

Chapter 1: War-Three Hours that Changed the World

Mission 0: Taking Back Akademeia



S-Rank Requirements

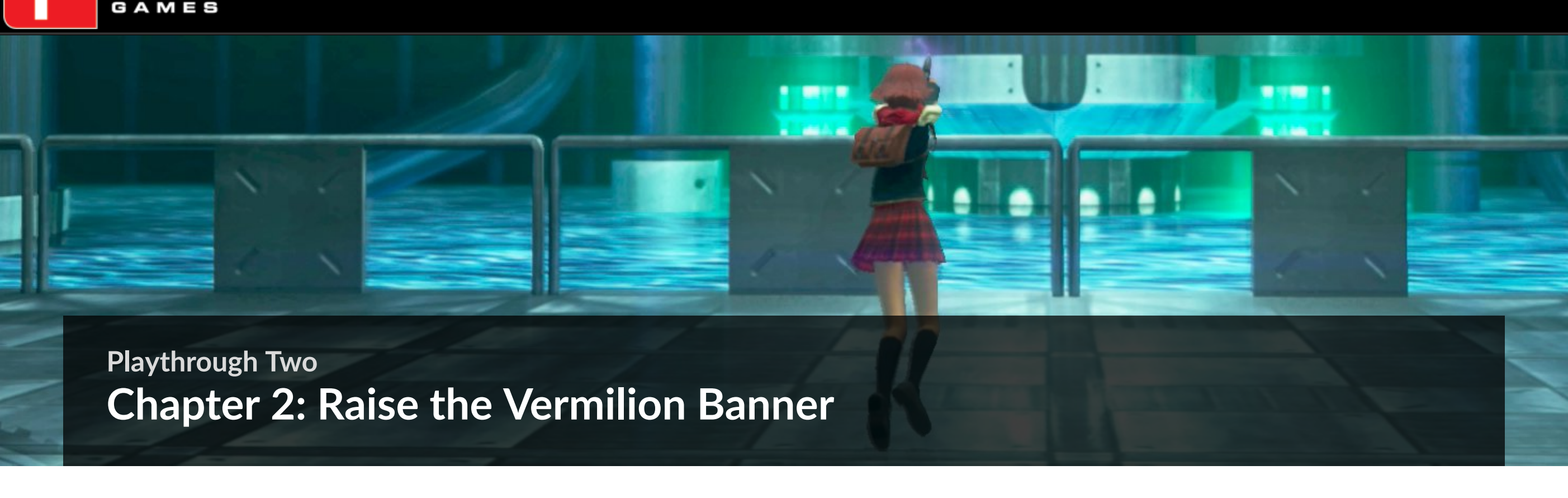
Time	Phantoma	Casualties
08:00	40	0

Rewards

Officer	Agito	Finis
Magic: Fire SHG, Megalixer	Power Sash	Crystal Gloves

S-Rank Rewards

Officer	Agito	Finis
46.9% Ferric Ring	25.0% Platinum Bangle	25.0% Mythril Bangle
40.6% Iron Bangle	25.0% Mist Mask	25.0% Waterproof Mask
12.5% Megalixir	25.0% Rain Hood	25.0% Smoke Hood
	25.0% Sand Visor	25.0% Balaclava



Playthrough Two

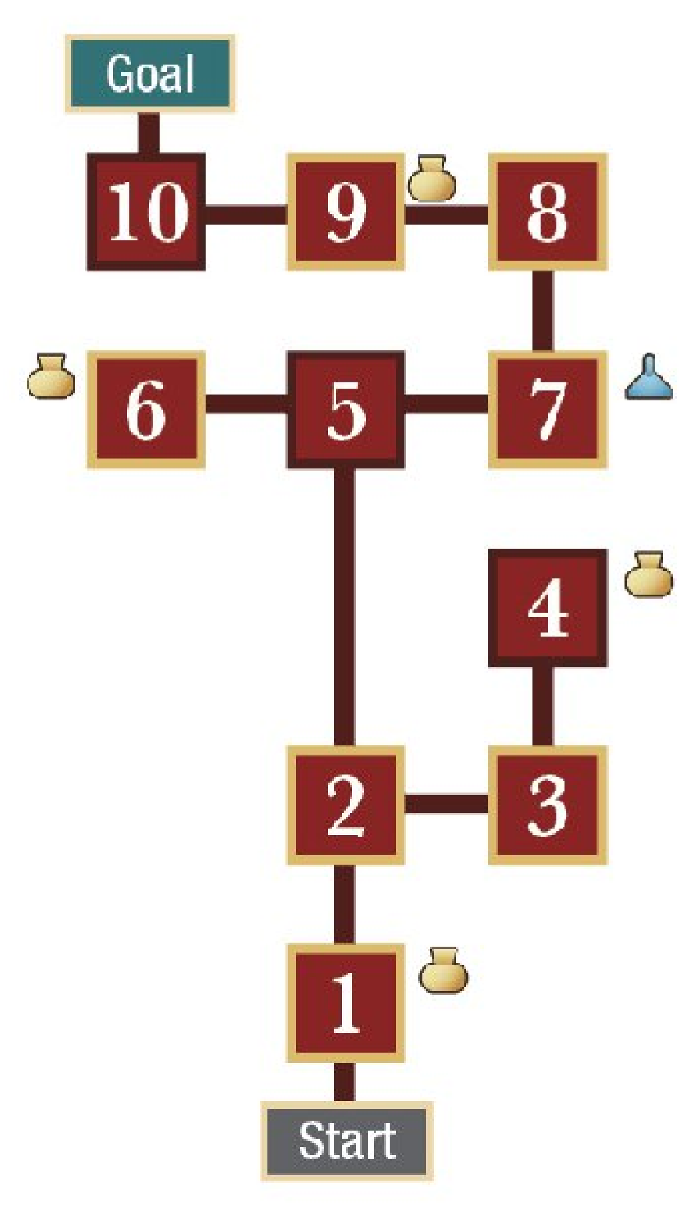
Chapter 2: Raise the Vermilion Banner

First Break—6 Hours

Events

Location	Who	Reward	Note
Terrace	Machina/Rem	Cutscene and a Hi-Potion	—
Cemetery	Machina/Rem	Cutscene and an X-Potion	Must have Machina/Rem as your active leader.
Sorcery	Dr. Al-Rashia	Hi-Potion	—

Mission 1: The Cadets' First Deployment (Level 12)



S-Rank Requirements

Time	Phantoma	Casualties
06:00	48	0

Rewards

Officer	Agito	Finis
Orderly: Remedy, Tactical Vest	Armory: Mythril Ring	Armory: Diamond Ring

S-Rank Rewards

Officer	Agito	Finis
21.9% Ignis Secundus, Vol. I	25.0% Mythril Gloves	50.0% Platinum Bracelet
21.9% Glacies Secunda, Vol. I	25.0% Ignis Codex	25.0% Rune Ring
21.9% Fulgur Secundus, Vol. I	25.0% Glacies Codex	12.5% Celestial Armlet
21.9% Aegis Secunda, Vol. I	25.0% Fulgur Codex	9.4% Gold Hairpin
12.4% Megalixir		3.1% Ribbon

Second Break–12 Hours

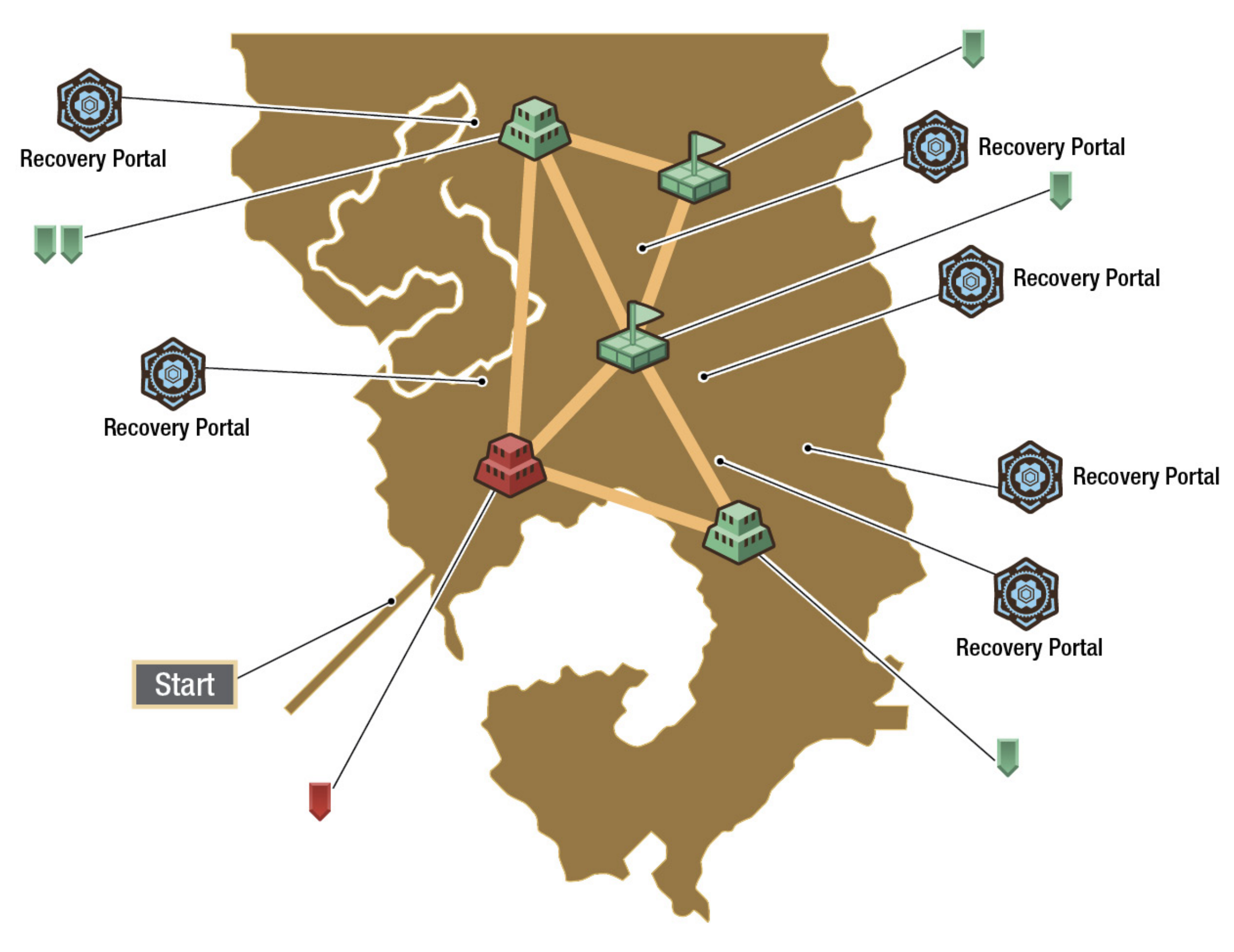
Moogle Classes

FGHT-100: Principles of Combat	Mega Ether, 2,000 EXP	—
DFMG-100: Introduction to Defense Magic	Defense Magic +2	—
ATTK-100: Introduction to Applied Tactics	Attack Power +3	Second Playthrough
DFMG-301: Advanced Defense Magic I	Defense Magic +2	Second Playthrough

Events

Location	Who	Reward	Note
Main Gate	Enra	Hi-Potion	—
Fountain Courtyard	Celestia (Short woman with white hair)	Cutscene, Turbo Ether	—
Fountain Courtyard	Azuma (Purple-haired cadet)	Elixir	—
Airship Landing	Dominion Citizen	Hi-Potion	—
Entrance	Class Eighth Moogle	Mega-Potion	—
Back Garden	Queen	[Queen Only] Lucid Lenses	Second Playthrough
Crystarium	Machina/Ace	Cutscene, Turbo Ether	If you're Machina speak to Ace, and vice versa.
Kazusa's Lab	Kazusa	Cutscene	Need to talk to him twice in the Armory before you can do this Event.
Armory	Kazusa	Cutscene, Ether	You must only have six or fewer hours left in a day in order to talk to Kazusa.
Armory	Kazusa	Cutscene, Ether	Need to talk to him a second time to open his lab.
Armory	King	Ether	—
Ready Room	Carla	Cutscene, Pretty Pelt	—
Terrace	Tokito	Hi-Potion	You must have more than six hours left in a day in order to talk to Tokito.
Terrace	Class Third Moogle	Mega-Potion	—
Terrace	Emina	Cutscene, Random Item	You must only have six or fewer hours left in a day in order to talk to Emina.
Terrace	Machina/Rem	Cutscene, Mega-Potion	You must have more than six hours left in a day in order to talk to Machina/Rem. If you're Rem speak to Machina.

Mission 2: Operation Reconquista (RTS Mission–Level 13)



S-Rank Requirements

Time	Phantoma	Casualties
20:00	9	0

Rewards

Officer	Agito	Finis
Auric Ring	Hypno Crown	Regal Crown

S-Rank Rewards

Officer	Agito	Finis
25.0% Phoenix Pinion	25.0% Phoenix Pinion (Three)	25.0% Phoenix Pinion (Six)
25.0% Silver Bangle	25.0% Gold Bangle	25.0% Platinum Bangle
25.0% Silver Gloves	25.0% Soldier's Gloves	25.0% Platinum Gloves
25.0% Bulletproof Vest	25.0% Flak Jacket	25.0% Ballistic Shield

Third Break–2 Days

Moogle Classes

MAGC-100: Principles of Magic	Magic Power +1	—
FRMG-100: Introduction to Fire Magic	Fire Magic +1	—
ICMG-100: Introduction to Ice Magic	Ice Magic +1	—
LTMG-100: Introduction to Lightning Magic	Lightning Magic +1	—
MAGC-110: Introduction to Applied Sorcery	Magic Power +1	Second Playthrough
FRMG-202: Intermediate Fire Magic II	Fire Magic +2	Second Playthrough
ICMG-202: Intermediate Ice Magic II	Ice Magic +2	Second Playthrough
LTMG-202: Intermediate Lightning Magic II	Lightning Magic +2	Second Playthrough

Events

Location	Who	Reward	Note
Classroom Zero	Machina/Rem	Cutscene, Ether	—
Sorcery	Dr. Al-Rashia	Cutscene, Hi-Potion	Must have Ace as your active leader.
Lounge	Naghi	Cutscene, Ether	—
Ready Room	Koharu	Mega-Potion	—
Ready Room	Dominion Legionary	Hi-Potion	—
Central Command	Sice	Ether	—
Entrance	Class Fifth Moogle	Hi-Potion	—
Fountain Courtyard	Class First Moogle	Hi-Potion	—
Airship Landing	Class Tenth Moogle	Hi-Potion	—

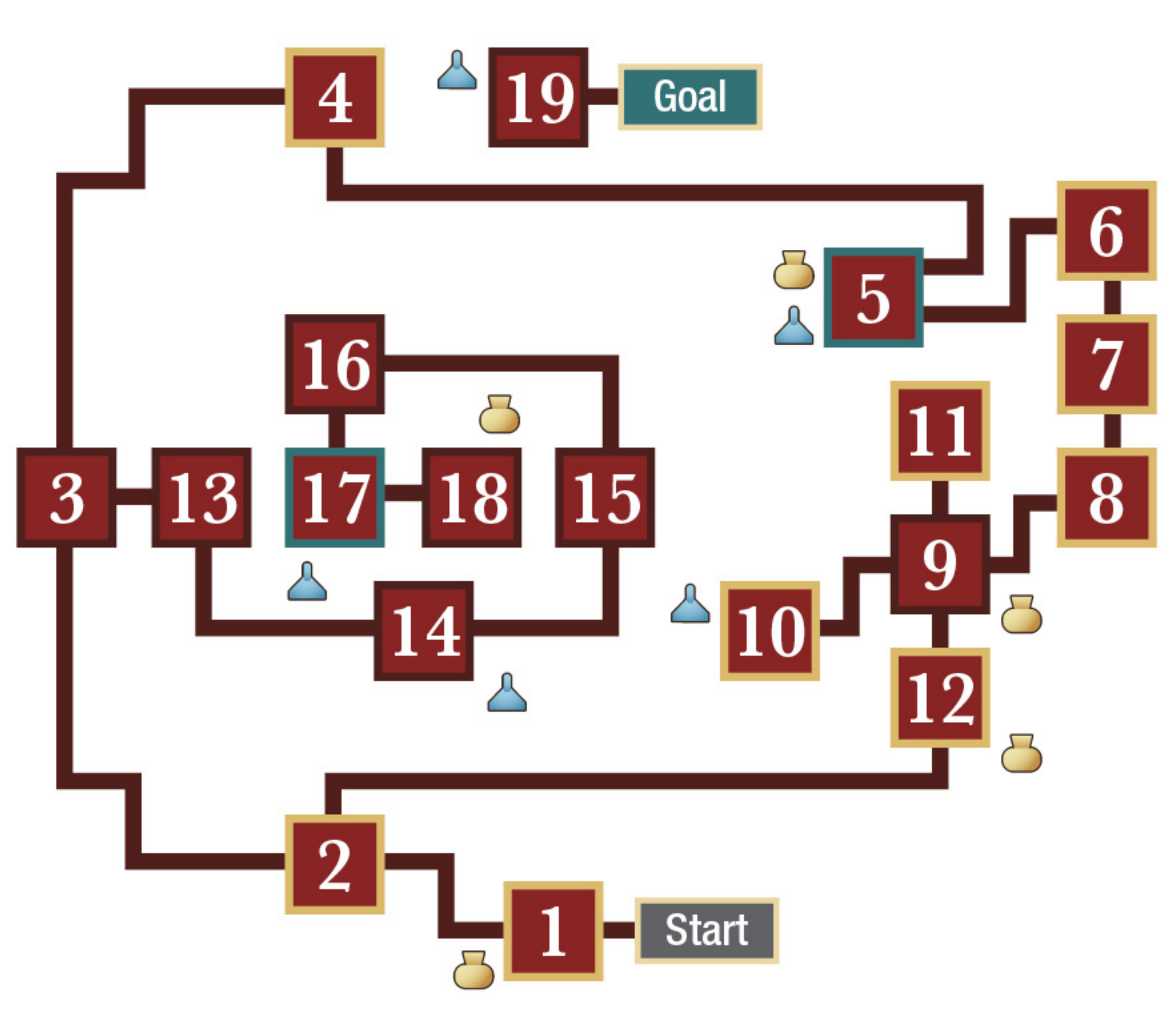
Tasks

Location	Who	Task	Reward	Note
Armory	Guildsman	Give one Pretty Pelt.	Iron Bangle	Found on Coeurls in Corsi Cave.
Sorcery	Sorcery Researcher	Give one Red Phantoma to the Sorcery Researcher.	Ferric Ring	—
Central Command	Dominion Officer	Defeat two Vertigo.	Glacies Prima, Vol. II	Vertigo can be found in the forests of the Rubrum Region.
Lounge	Administration Official	Give the Administration Official 100 SPP.	Megalixir	—
Main Gate	Logistics Officer	Give three Potions.	Ether	—
Crystarium	Class Ninth Cadet	Defeat one Striker.	Ignis Primus, Vol. II	Strikers are the Magitek Armor enemies that can be found randomly in battles in the Rubrum Region.
Fountain Courtyard	Enra	Meet up with Rem.	Phoenix Down	Change your lead character to Rem.
Ready Room	Tokito	Give Tokito a Sexy Swimsuit.	Fulgur Primus, Vol. II	Can be purchased from Corsi's Merchant.

Outside of Akademeia

Location	Who	Task	Reward	Note
McTighe	Amane	Defeat three Lesser Coeurl.	Silver Bracelet	Coeurls can be found in Corsi Cave.
Corsi	Takano	Defeat ten Aqua Flans.	HP Enhancer	Aqua Flans can be found on the plains in the Rubrum Region.
Aqvi	Koki	Give Koki a Fire Shard.	Ferric Ring	Fire Shards can be found from Bombs in Corsi Cave.

Mission 3: The Capture of Togoreth Stronghold (Level 13)



S-Rank Requirements

Time	Phantoma	Casualties
25:00	90	0

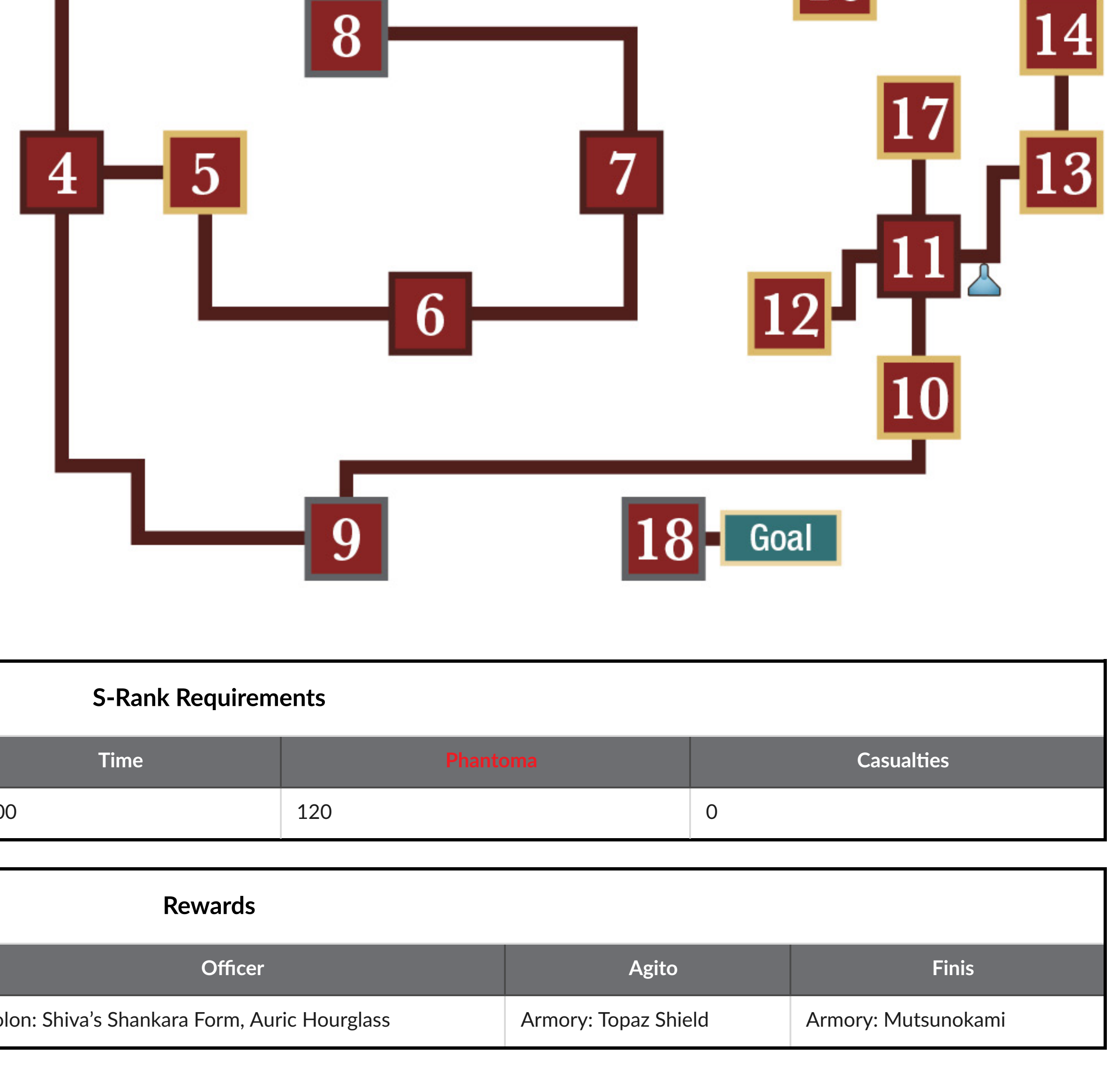
Rewards

Officer	Agito	Finis
Eidolon: Shiva, Silver Bangle	Armory: Deflector	Armory: Master's Mail

S-Rank Rewards

Officer	Agito	Finis
37.5% Silver Bangle	37.5% Mythril Bangle	25.0% Diamond Gloves
25.0% Argentic Ring	25.0% Platinum Bracelet	25.0% Fulgur Divinum
25.0% Silver Gloves	25.0% Diamond Ring	25.0% Crystal Ring
12.5% Megalixir	12.5% Rain Hood	21.9% Supple Shield
		3.1% Ribbon

Mission 3.5: Operation Breakthrough (Level 34)



S-Rank Requirements

Time	Phantoma	Casualties
12:00	120	0

Rewards

Officer	Agito	Finis
Eidolon: Shiva's Shankara Form, Auric Hourglass	Armory: Topaz Shield	Armory: Mutsunokami

S-Rank Rewards

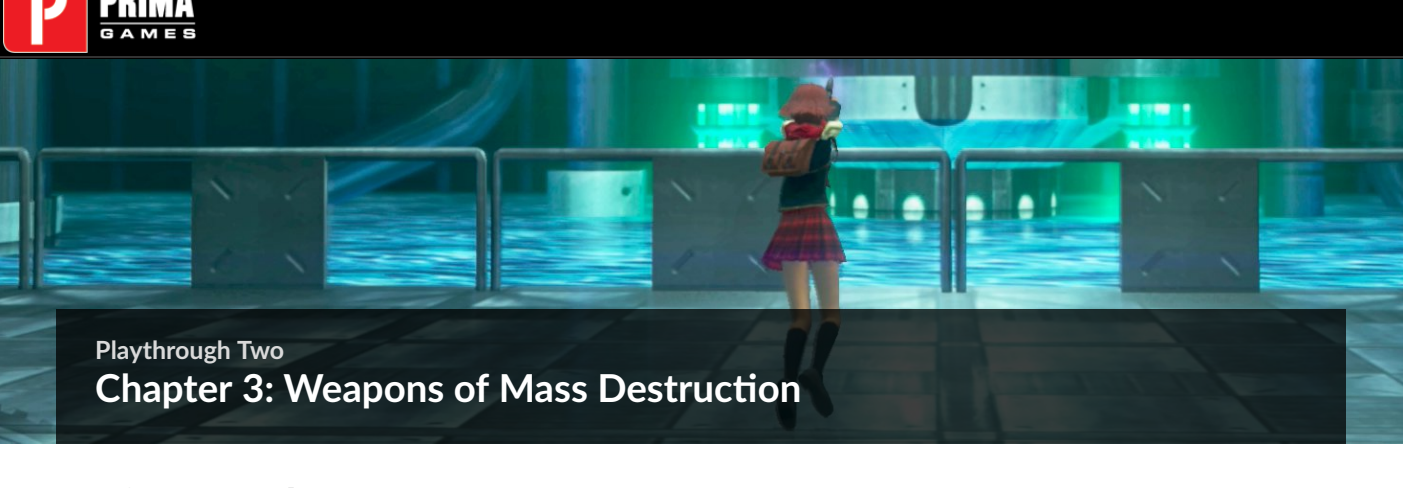
Officer	Agito	Finis
18.8% Argentic Hourglass	26.6% H5-Shock Absorber	29.7% Growth Egg
18.8% Mythril Gloves	20.3% Guardian Ring	20.3% Advanced Interceptor
18.8% Ballistic Shield	20.3% Waterproof Mask	20.3% Waterproof Mask
15.5% U2-Shock Damper	20.3% Rain Hood	20.3% Rain Hood
12.5% Megalixir	12.5% Auric Hourglass (Two)	6.3% Auric Hourglass (Five)
12.5% Gold Anklet		3.1% Ribbon
3.1% Auric Hourglass		

Second Playthrough

This Mission is accessed by selecting "Circle around back" when you reach Togoreth for Mission 3.

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
6	Take out three enemies on high ground using your active leader.	3:00	Freecast 0:30	Ignis Essentia	—
8	Eliminate the enemy commander using your active leader.	5:00	Haste 0:30	Fulgur Essentia	The commander's name is Second Lieutenant Achman. He is not marked with a CO tag, so you'll have to look out for him; he's one of the MAs.
9	Destroy the Colossus using your active leader.	2:00	Invincible 0:30	[Deuce's Weapon] Wildfire Flute	—
13	Take down the Demonicorn using your active leader.	2:00	Freecast 0:30	Magic: Quake	—
14	Subdue the enemy leader using your active leader.	1:00	Invisible 0:30	Glacies Essentia	He's on the upper level on the left side of the room; you need a ranged character.



Playthrough Two

Chapter 3: Weapons of Mass Destruction

First Break—4 Days

Moogle Classes

FGHT-101: Survey of Battle Basics	10,000 EXP	—
MAGC-101: Survey of Basic Magic	Magic Power +1	—
DFMG-101: Elementary Defense Magic I	Defense Magic +2	—
HPUP-100: Introduction to Health	Max HP +20	—
ATTK-101: Survey of Applied Tactics	Attack Power +3	Second Playthrough
MAGC-111: Survey of Applied Sorcery	Magic Power +1	Second Playthrough
DFMG-302: Advanced Defense Magic II	Defense Magic +3	Second Playthrough
HPUP-201: Topics in Health I	Max HP +60	Second Playthrough

Events

Location	Who	Reward	Note
Main Gate	Class Sixth Moogle	Hi-Potion	—
Fountain Courtyard	Orderly	Glass Pendant	Allows you to get an Accessory later.
Airship Landing	Class Fourth Moogle	Hi-Potion	—
Crystarium	Quon	Cutscene, Turbo Ether	—
Crystarium	Tachibana	Hi-Potion	—
Central Command	Trey	Mega-Potion	—
Central Command	Dominion Legionary	Hi-Potion	—
Back Garden	Bench	Cutscene, Elixir	You need to be playing as Ace to start this Event.
Back Garden	Cater	Ether	—
Armory	Mutsuki	Cutscene, Mega-Remedy	—
Sorcery	Dr. Al-Rashia	Cutscene, X-Ether	You need to be playing as Rem to start this Event.
Armory	Kazusa	Cutscene, Ether	You need to talk to him twice while you only have two to six hours remaining on any day.
Lounge	Carla	N/A	Give her 1000 Gil.
Lounge	Akagi	Hi-Potion	—
Terrace	Emina	Cutscene, Hi-Potion	Must be done while you only have two to six hours remaining on any day; you must speak with the Sorcery Researcher before she'll talk a second time; can be done during your second break.

Tasks

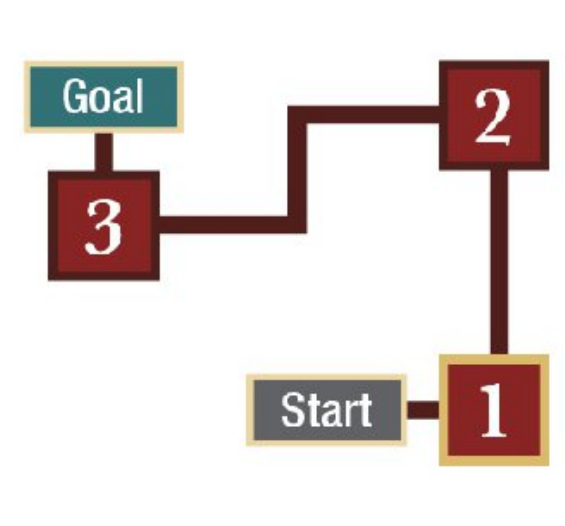
Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give the Logistics Officer three Ethers.	Five X-Potions	—
Crystarium	Class Ninth Cadet	Take one prisoner by defeating Imperial COs in the North Togoreth Region forests.	Ballistic Shield	You must accept the Expert Trial "United Front" to get access to North Togoreth and complete this Task before completing the Expert Trial.
Crystarium	Provost	Recover Akademeia's entire history.	Wizard's Hat	Open the treasure in the first room in Corsi Cave.
Hallway	Dr. Al-Rashia	Defeat three enemies with Fire RF.	Magic Power +3	Can be done in the Arena in a Simulated Battle.
Central Command	Dominion Legionary	Defeat six Perkunas.	Aegis Veritas	You need to accept the United Front Expert Trial to get access to the North Togoreth Region at this point.
Central Command	Kurasame	Land ten Killsight/Breaksight strikes and report back to Kurasame.	10,000 EXP	—
Armory	Guildsman	Give three jugs of Tree Sap to the Guildsman.	Shock Shield	Defeat monsters in Togoreth Region.
Sorcery	Sorcery Researcher	Give three Green Phantoma to the Sorcery Researcher.	Argentic Ring	—
Lounge	Administration Official	Give 300 SPP to the Administration Official.	Fulgur Secundus, Vol. II	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Mi-Go	Moto	Defeat ten Hundlegs.	Aegis Tertia, Vol. II	Plains in Togoreth Region.
Keziah	Nenji	Defeat four Bombs.	Three Blaze Armlets	Northern Corridor

Expert Trials

The Keziah Diversion (Level 35)



S-Rank Requirements

Time	Phantoma	Casualties
3:20	11-13	0

Rewards

Officer	Agito	Finis
Magic: Bio	Armory: Gale Armlet	Armory: [Nine's Weapon] Kain's Lance

S-Rank Rewards

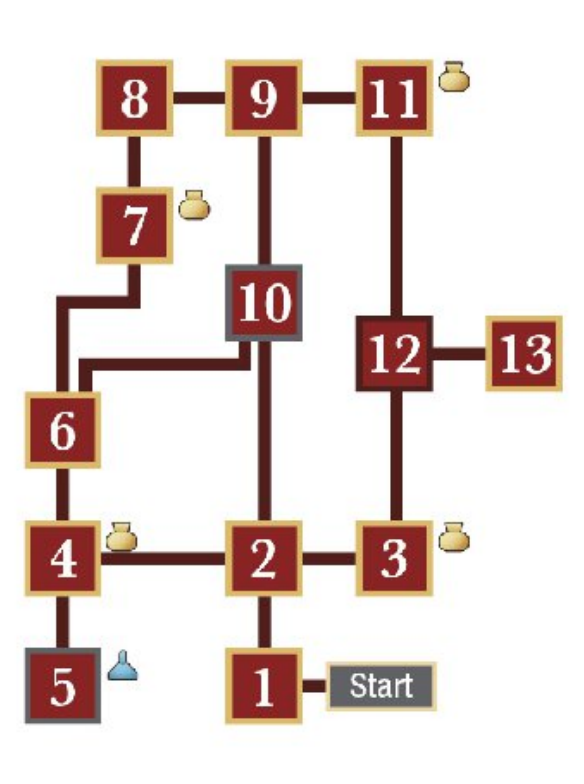
Officer	Agito	Finis
25.0% Dragonic Ring	25.0% Mythril Bracelet	25.0% Rune Ring
25.0% Soldier's Gloves	25.0% Diamond Bracelet	25.0% Thundersnow Ring
25.0% Aegis Tertia, Vol. II	25.0% Crystal Ball	25.0% Battery Barrier
12.5% Megalixir	25.0% Aegis Codex	21.9% Warlock's Headdress
12.5% Gold Bangle		3.1% Ribbon

After accepting the "Keziah Diversion" Expert Trial, head to Keziah on the northeast side of the Togoreth Region.

Items

Room	Item	Note
1	Knowing Tag	Has a 25% chance of appearing.
1	Knowing Tag	Has a 25% chance of appearing.

United Front (Level 36)



S-Rank Requirements

Time	Phantoma	Casualties
12:00	110	0

Rewards

Officer	Agito	Finis
Eidolon: Ifrit's Firebrand Form	Armory: Gaia Armlet	Armory: [Rem's Weapon] Assassin's Daggers

S-Rank Rewards

Officer	Agito	Finis
37.5% Shock Shield	25.0% Tome of Lakshmi	25.0% Hypno Crown
25.0% Auric Ring	25.0% Dominion Helmet	25.0% Lunar Armlet
25.0% Platinum Gloves	25.0% Sentinel Emblem	25.0% Supple Shield
12.5% Megalixir	25.0% Lunar Armlet	21.9% Rune Ring
		3.1% Ribbon

After accepting the "United Front" Expert Trial, head to Mi-Go in the North Togoreth Region, which is north of the Togoreth Region.

Magic Prohibited

You are forbidden from using Magic during this Expert Trial, so make sure to prepare accordingly.

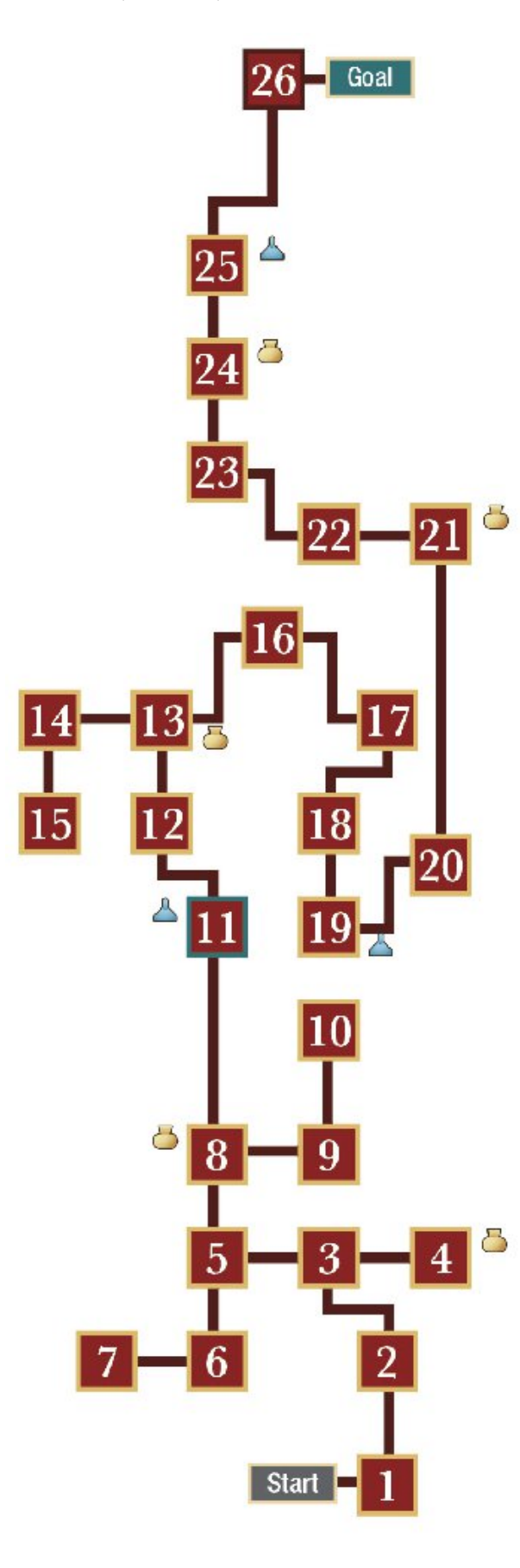
Special Orders

Room	Order	Time Limit	Effect	Reward	Note
2	Combat Trial: Defeat the enemy commander by yourself.	3:00	Aura 0:30	[Ace's Weapon] Platinum Deck	Only appears after you've shut down all the Datalinks.
6	Performance Evaluation: Use Datalink to neutralize the communication towers.	3:00	Protect 0:30	Thunderbolt Armlet	This SO also appears in areas 8 and 13, but can only be done one time.
7	Combat Trial: Eliminate all Shock Troopers.	1:00	Haste 0:30	Sentinel Emblem	There are two Shock Troopers in this area.
9	Performance Evaluation: Have your allies defeat an enemy.	5:00	Endure 0:30	Blaze Armlet	Your allies only need to deal the killing blow; you can attack the enemy to lower its health.

Items

Room	Item	Note
3	Aes Medica 50%/Argentum Medica 50%	—
4	Ferrum Medica 50%/Aes Medica 50%	—
7	Ferrum Medica 50%/Aes Medica 50%	—
11	Ferrum Medica 50%/Aes Medica 50%	—

Mission 4: The Infiltration of Iscah (Level 17)



S-Rank Requirements

Time	Phantoma	Casualties
15:00	90	0

Rewards

Officer	Agito	Finis
Eidolon: Golem, Dominion Helmet	Magic: Raise	Armory: [Eight's Weapon] Kaiser Knuckles

S-Rank Rewards

Officer	Agito	Finis
43.8% Fulgur Secundus, Vol. II	25.0% Diamond Gloves	25.0% Crystal Gloves
21.9% Silver Bangle	25.0% Ignis Codex	25.0% Mist Mask
21.9% Ignis Secundus, Vol. II	25.0% Glacies Codex	25.0% Platinum Bracelet
12.4% Megalixir	25.0% Fulgur Codex	21.9% Celestial Armlet
		3.1% Ribbon

Second Break—4 Days

Moogle Classes

DFMG-102: Elementary Defense Magic II	Magic: Esuna	—
FRMG-101: Elementary Fire Magic I	Magic: Fire BOM	—
ICMG-101: Elementary Ice Magic I	Magic: Blizzard RF	—
LTMG-101: Elementary Lightning Magic I	Magic: Thunder BOM	—
DFMG-401: Seminar—Mastery of Aegis I	Defense Magic +3	Second Playthrough
FRMG-301: Advanced Fire Magic I	Fire Magic +3	Second Playthrough
ICMG-301: Advanced Ice Magic I	Ice Magic +3	Second Playthrough
LTMG-301: Advanced Lightning Magic I	Lightning Magic +3	Second Playthrough

Events

Location	Who	Reward	Note
Main Gate	Asato	Hi-Potion	—
Fountain Courtyard	Nadeshiko	Ether	—
Airship Landing	Kiyo	Elixir	—
Back Garden	Bench	Cutscene, Phoenix Pinion	Need to play as Ace.
Back Garden	Nine	Mega-Potion	—
Kazusa's Laboratory (behind the bookcase on the left side of the Crystarium)	Kazusa	Interactive Cutscene, Random Item	Please refer to the Side Quests portion of this guide in the Rubicus for more information on this Sub-Event.
Central Command	Queen	Cutscene, X-Potion	—
Armory	Cinque	Cutscene, X-Potion	—
Sorcery	Quon	Ether	This Event will only be available if you spoke with Quon in earlier Events.
Ready Room	Carla	Cutscene, X-Ether	You need to have spoken to Carla in all other Events before she'll appear here.
Ready Room	Jack	Mega-Potion	—
Lounge	Class Seventh Moogle	Ether	—
Terrace	Machina/Rem	Hi-Potion	Need to play as Machina/Rem; this Event is only available when Emina is not around.

Tasks

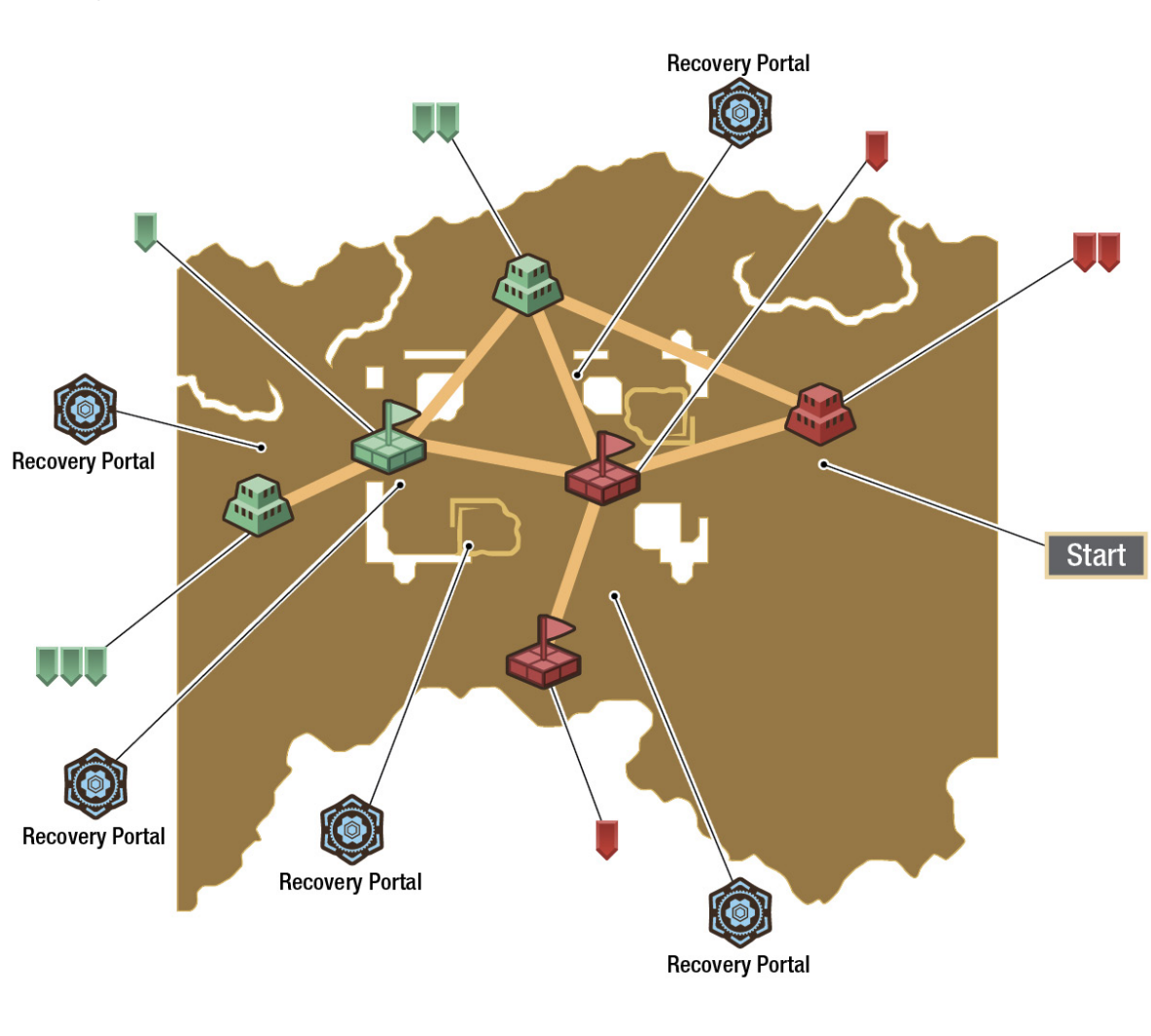
Location	Who	Task	Reward	Note
Armory	Guildsman	Give five Light Feathers to the Guildsman.	Shock Shield	You can find the monster in the Iscah Region.
Sorcery	Sorcery Researcher	Give one Purple Phantoma to the Sorcery Researcher.	Unlock Vermilion Bird Squad Command.	—
Central Command	Commandant	Defeat fifteen Imperial Troopers.	Protector Ring	You can complete this by doing a Simulated Battle in the Arena.
Lounge	Administration Official	Give 500 SPP to the Administration Official.	Auric Ring	—
Main Gate	Commissar	Give ten Elixirs to the Commissar.	Five Megalixirs	—
Crystarium	Class Ninth Cadet	Take three prisoners by defeating enemy COs in the Iscah Area.	Flak Jacket	—
Ready Room	Enra	Get Enra a Potion from Rem.	Crystal Shard	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Iscah	Mayor Aoba	Defeat two Imperial Commanders in the Iscah Region.	Sentinel Emblem	—
Rokol	Nana	Defeat six Evil Eyes in the Iscah Region.	MP Enhancer	—

Expert Trials

Expelling the Imperial (RTS Mission—Level 36)



S-Rank Requirements

Time	Phantoma	Casualties
21:00	8	0

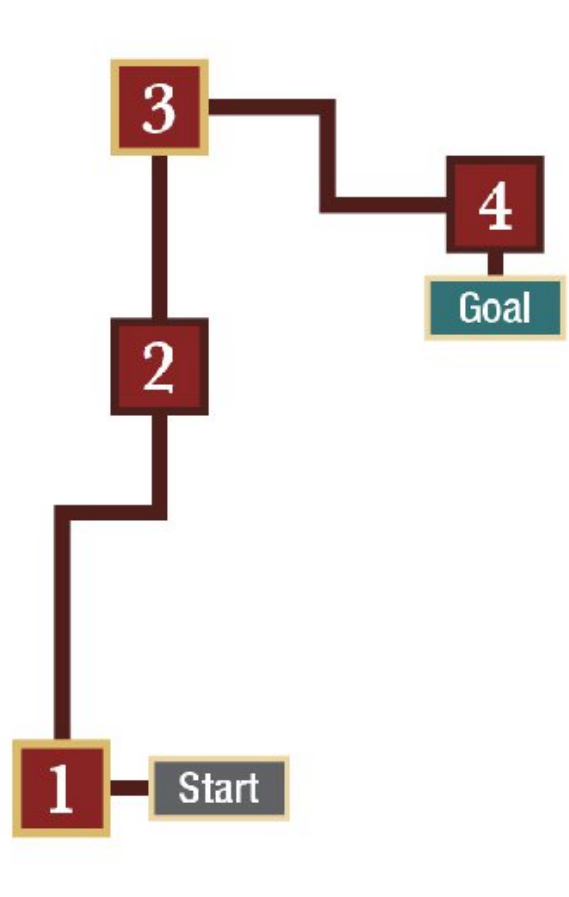
Rewards

Officer	Agito	Finis
Eidolon: Golem's Gigas Form	Growth Egg	Mog's Lucky Charm

S-Rank Rewards

Officer	Agito	Finis
25.0% Phoenix Pinion	22.0% Phoenix Pinion (Three)	20.0% Phoenix Pinion (Six)
25.0% Gold Bangle	22.0% Armlet of Ifrit	20.0% Armlet of Ifrit
25.0% Mythril Ring	22.0% Interceptor	10.0% Advanced Interceptor
25.0% Aegis Essentia	22.0% Diamond Shield	10.0% Armlet of Shiva
	12.0% Armlet of Ramuh	20.0% Opal Shield
		20.0% Armlet of Ramuh

There are no items or special SOs in this Expert Trial, so we'll be focusing exclusively on how to beat the RTS elements of the mission. Once you accept this Expert Trial, head to the Iscah Region to the west of the Togoreth Region to start it.



1 Infiltrate Rokol

Right from the beginning of the Expert Trial, Domain 1 will be under heavy attack by several units. Race over there and take out the Mid-Sized Carrier first. You'll have to keep Domain 1 safe for twenty-five seconds to complete this Mission.

Once you've destroyed the Mid-Sized Carrier, take out all of the Infantry units surrounding Domain 1. Once they've been defeated, you'll need to destroy the Autoturret on the wall to the southwest of Domain 1. Time will likely run out before you can reach the Autoturret, but that doesn't mean you shouldn't destroy it for a little added security.

Once the time runs out, if you're successful, you'll gain control of both Domains 1 and 2.

2 Neutralize Rokol's Energy Wall

Before you order all of your troops to Rokol, send Domain 2's soldiers to Domain 3 and assist in taking it over. Domain 1 will already be sending soldiers to Domain 3, so you'll have plenty of help in taking Domain 3.

Order your troops from Domain 2 to attack Rokol and leave Domains 1 and 3 to hold off the Colossus units that Limbo unleashed. Protect Domain 3 from the Colossus onslaught and wait for your forces to reach Rokol. If you're playing as Trey, taking out the Colossus units will go pretty easy, because Trey's arrows pierce through enemies. If Trey has Charged Shot maxed out, it won't be difficult to take out two Colossus units with one fully charged shot. If you keep that up, your troops will be able to reach Limbo. They won't be able to take it, but by reaching Limbo they'll stop the production of Colossus units.

3 Infiltrate Rokol

Infiltrating Rokol is very straightforward. Defeat the CO in area 4 to capture the town.

4 Neutralize Limbo's Energy Wall

You'll have control of Rokol's soldiers immediately after capturing it. They'll automatically send troops to Limbo, as will all your other towns, so all you need to do from here is help them reach Limbo itself.

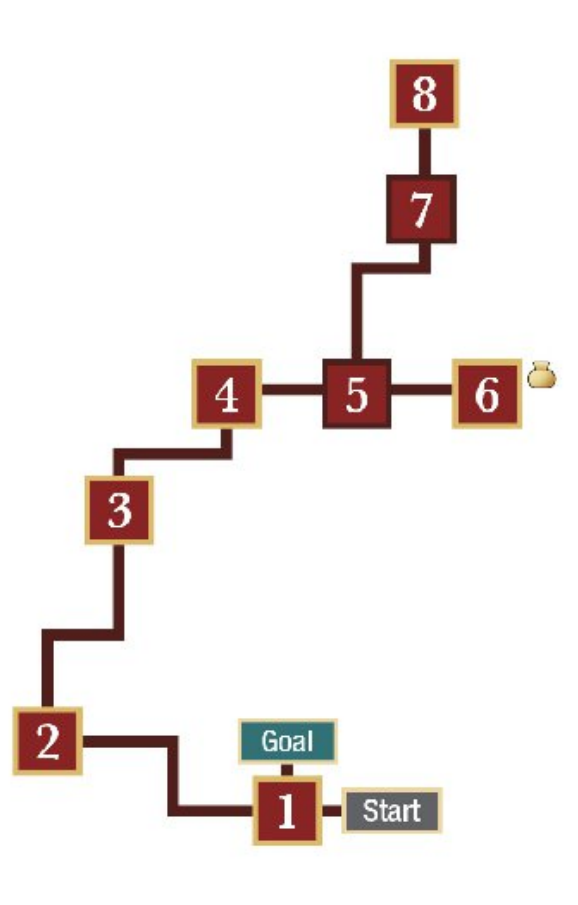
To try and keep you on your toes, Limbo will send two Mid-Sized Carriers to two of your bases: one to Rokol and one to Domain 1. Shoot them down without delay, then help your troops take down Limbo's energy wall.

5 Infiltrate Limbo

Goal
2
Start
1

There are only two areas in Limbo. You only need to defeat the CO in area 2 to capture the town and complete this Expert Trial.

The Clash in the Caverns (Level 37)



S-Rank Requirements

Time	Phantoma	Casualties
5:00	30	0

Rewards

Officer	Agito	Finis
Magic: Blizzard MIS	Armory: Torrent Armlet	Armory: Shambhala

S-Rank Rewards

Officer	Agito	Finis
25.0% Sublimation Ring	25.0% Tiara	25.0% Ignis Magnum
25.0% Gemini Ring	25.0% Crystal Gloves	25.0% Crystal Ring
25.0% Thundersnow Ring	25.0% Tome of Shiva	25.0% Advanced Interceptor
12.5% Megalixir	25.0% Mist Mask	21.9% Glacies Magnum
12.5% Crystal Ball		3.1% Ribbon

The Rokol Caverns are located slightly northeast of Rokol. Once you attempt to enter them, you'll be prompted to start the Expert Trial.

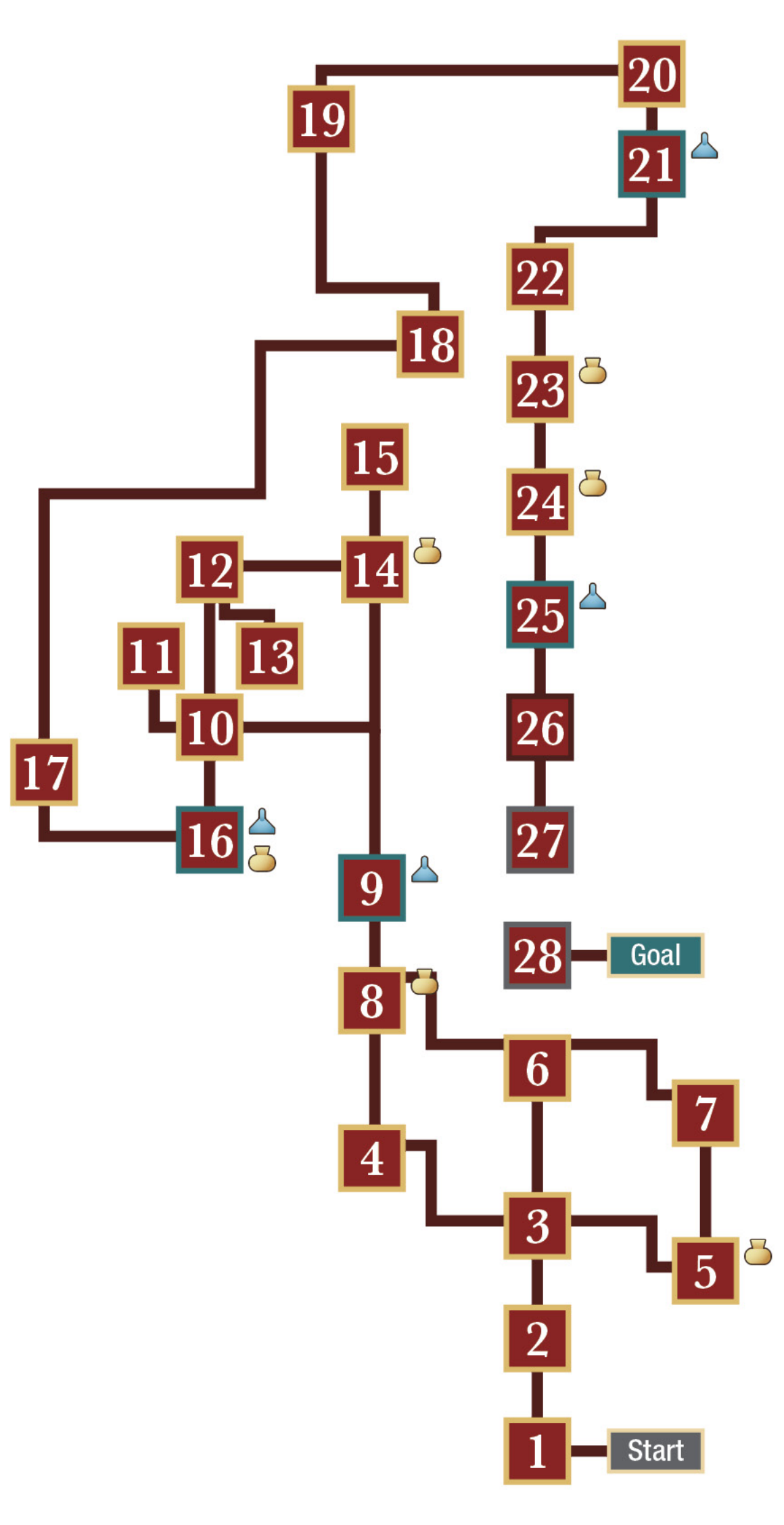
Special Orders

Room	Order	Time Limit	Effect	Reward	Note
2	Take down a supersoldier using your active leader.	2:00	Invincible 0:30	Mythril Gloves	—
4	Find the monsters' weakness using your active leader.	3:00	Freecast 0:15	Phoenix Pinion	Hit one of the Flame Flans with an ice attack; this SO is only available after you find the case.
5	Destroy the Autoturret using your active leader.	1:00	Endure 0:30	Gold Bangle	—
7	Quickly subdue the enemy leader using your active leader.	1:00	Aura 0:30	Mythril Ring	—

Items

Room	Item	Note
6	First Aid Kit 50%/Support Serum 50%	—

Mission 5: Operation MA Demolition (Level 22)



S-Rank Requirements

Time	Phantoma	Casualties
30:00	50	1

Rewards

Officer	Agito	Finis
Magic: Fire ROK, Bulletproof Vest	Orderly: Mega-Potion	Armory: [Cinque's Weapon] Seraphim Mace

S-Rank Rewards

Officer	Agito	Finis
25.0% Tempered Shield	25.0% Mythril Bracelet	25.0% Diamond Bangle
25.0% Auric Ring	25.0% Aegis Codex	25.0% Supple Shield
25.0% Soldier's Gloves	25.0% Ballistic Shield	25.0% Sublimation Ring
12.5% Megalixir	12.5% Ignis Codex	21.9% Growth Egg
12.5% Vitality Apparatus	12.5% Supple Shield	3.1% Ribbon

Mission 5.5: A Fog-Laden Foray (Level 37)

S-Rank Requirements

Time	Phantoma	Casualties
30:00	50	1

Rewards

Officer	Agito	Finis
Eidolon: Golem's Ogre Form, Auric Hourglass	Magic: Tornado	Armory: Marvelous Shout

Playthrough Two

This Mission is accessed by selecting "Locate another base" when you speak with the MA pilot in Rokol for Mission 4.

S-Rank Rewards

Officer	Agito	Finis
18.8% Argentic Hourglass	26.6% H5-Shock Absorber	29.7% Growth Egg
18.8% Platinum Bangle	20.3% Tome of Ifrit	20.3% Celestial Armlet
18.8% Red Beret	20.3% Deflector	20.3% Lunar Armlet
15.5% Talisman	20.3% Lunar Armlet	20.3% Warlock's Headdress
12.5% Megalixir	12.5% Auric Hourglass (Two)	6.3% Auric Hourglass (Five)
12.5% Mythril Bangle		3.1% Ribbon
3.1% Auric Hourglass		

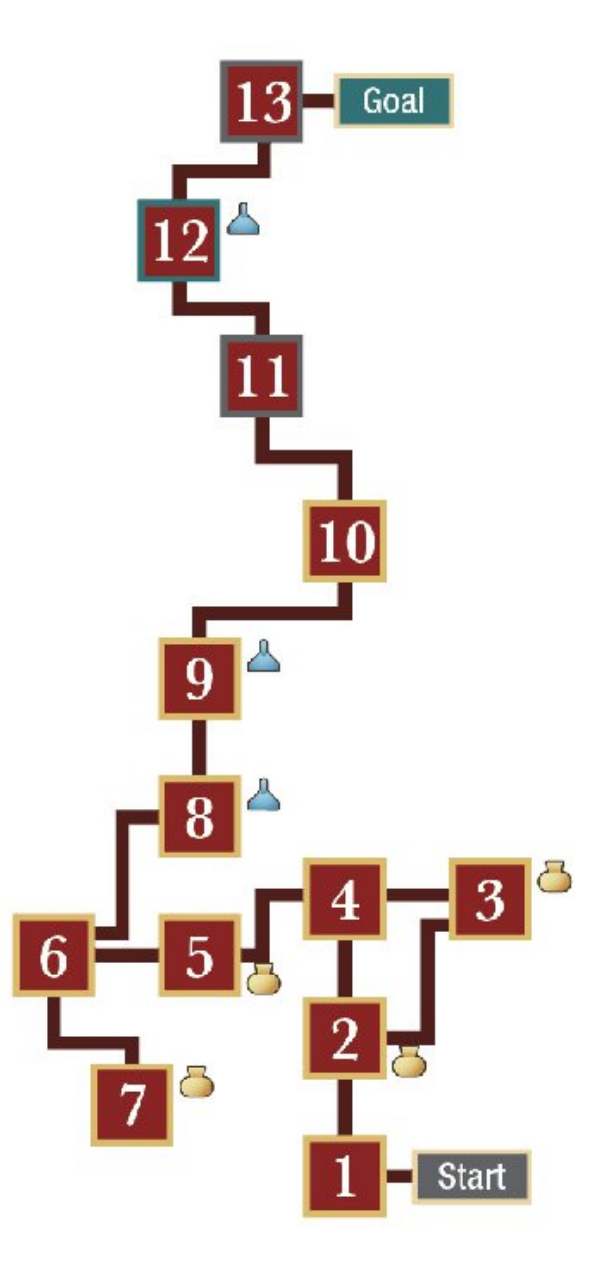
Special Orders

Room	Order	Time Limit	Effect	Reward	Note
3	Stealth Mission: Avoid being spotted by the enemy.	5:00	Aura 0:30	Elixir	You can wait until you've defeated all of the enemies in this room before you activate this SO. From there, just wait the five minutes and you'll complete the SO.
5	Stealth Mission: Avoid being spotted by the enemy.	5:00	Aura 0:30	Magic: Invisible	You can wait until you've defeated all of the enemies in this room before you activate this SO. From there, just wait the five minutes and you'll complete the SO.
6	Combat Trial: Defeat a supersoldier.	2:00	Endure 0:30	[Rem's Weapon] Wildfire Daggers	—
10	Performance Evaluation: Eliminate all enemies.	3:00	Regen 1:00	[Sice's Weapon] Lamia's Scythe	—

Items

Room	Item	Note
2	First Aid Kit 50%/Support Serum 50%	—
3	Support Serum 50%/Strength Serum 50%	—
5	Combat Ration 50%/First Aid Kit 50%	—
7	First Aid Kit 50%/Strength Serum 50%	—

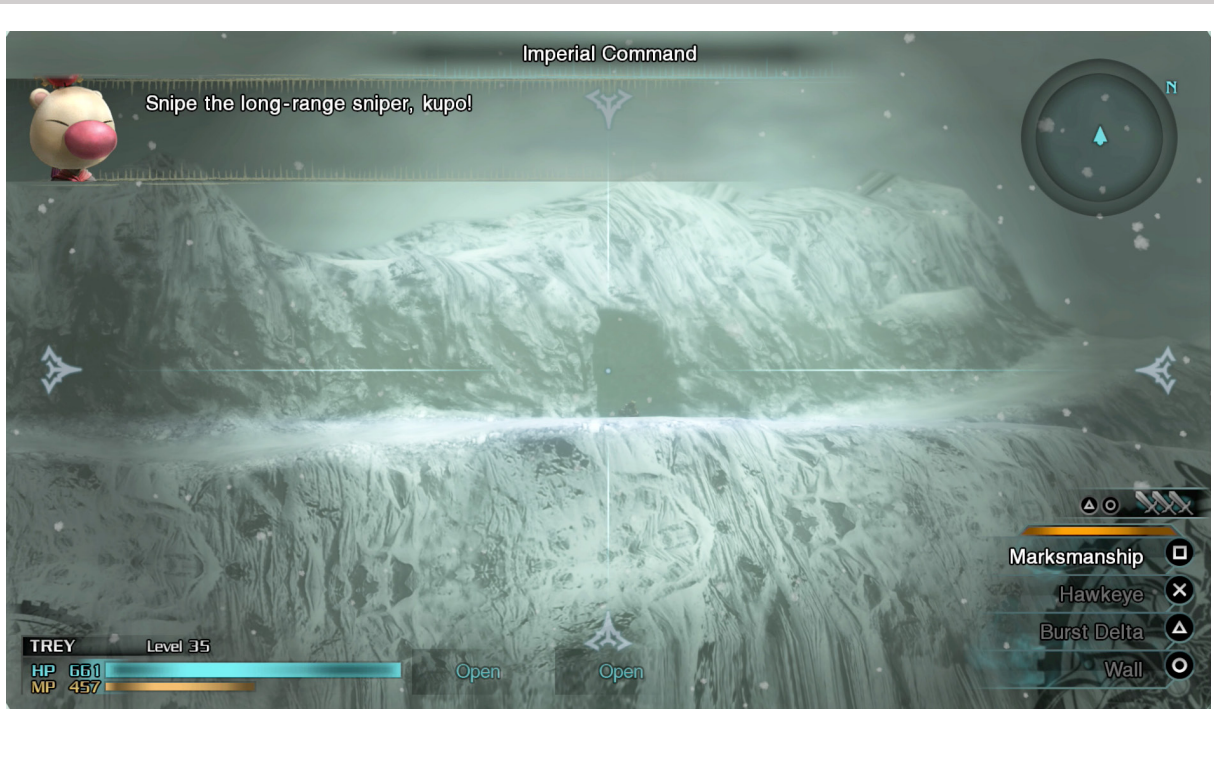
13 Imperial Command



Boss: Balmung

Balmung is just like the crystal jammer MA from Big Bridge, or the Dáinsleif from the first Mission, but with a slight twist. Every once in a while, a scope will encompass all of your screen and your active leader will be in the center of it. If you are in the middle of that scope when the gun it's attached to fires, your active leader will die instantly. Roll around, dodge, and generally move around to avoid being shot.

Other than that, this boss is incredibly simple and you've fought something similar to it before. Attack its side, stay away from its front, and avoid the sniper's laser to avoid being shot at.



After you defeat Balmung, you'll be forced to switch to Trey in order to snipe the sniper. The sniper is crouched directly in front of the cave seen in the screen to the left. Put him in the center of your reticle and press the Normal Attack button to kill him and complete the Mission.

Playthrough Two

Chapter 4: The Last Queens Return to Oblivion

First Break–1 Day

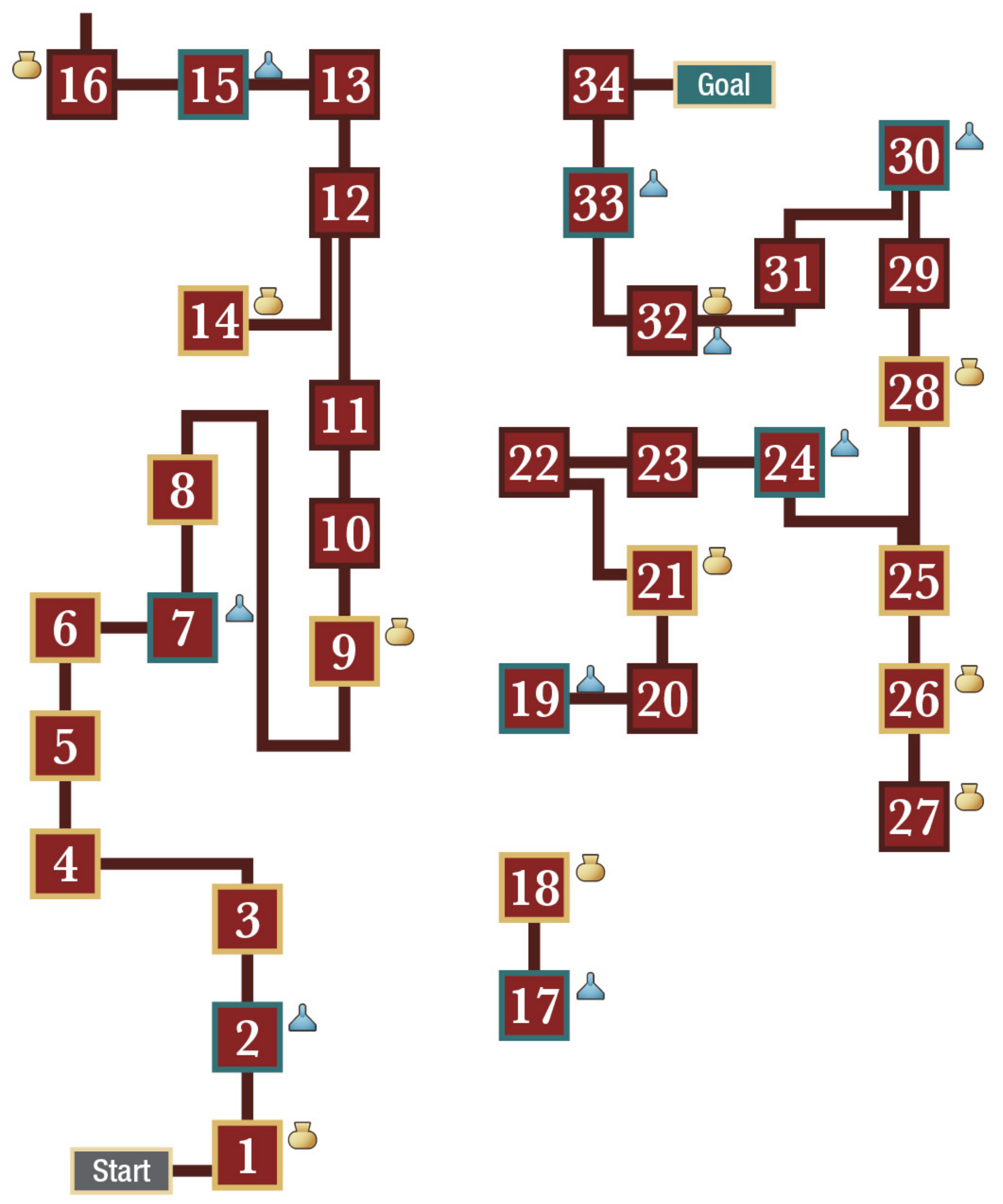
Events

Location	Who	Reward	Note
VIP Suite	Trey	Cutscene, X-Potion	–
VIP Suite	Sice	Cutscene, Hi-Potion	–
VIP Suite	Rem	Cutscene, Elixir	–
Hotel Armada	Aria	Cutscene, Hi-Potion	–
District 0709	Piett	Cutscene, Hi-Potion	–
District 0709	Imperial Trooper	Ether	–
District 0709	Imperial Trooper	Hi-Potion	–
District 0711	Jack	Cutscene, Hi-Potion	–
District 0711	Cater	Cutscene, Hi-Potion	–
District 0711	Imperial Trooper	Ether	–
District 0714	Imperial Trooper	Hi-Potion	–
District 0714	Eight	Mega-Potion	–

Tasks

Location	Who	Task	Reward	Note
District 0714	Clemente	Max out one cadet's Attack for Clemente.	Draconic Gemstone	You need to bring a party member with an Attack stat of 255 to Clemente. You very likely won't have a party member with attack this high during this playthrough, so wait until playthrough three to complete this one.
District 0714	Lady Celestia	Invite other cadets to join Class Zero for Lady Celestia.	Akatoki Amethyst	You must have completed Naghi, Carla, Quon, Mutsuki, and Ryid's Sub-Events in your first playthrough to complete this Task.

Mission 6: Escaping the Imperial Capital (Level 23)



S-Rank Requirements

Time	Phantoma	Casualties
25:00	90	0

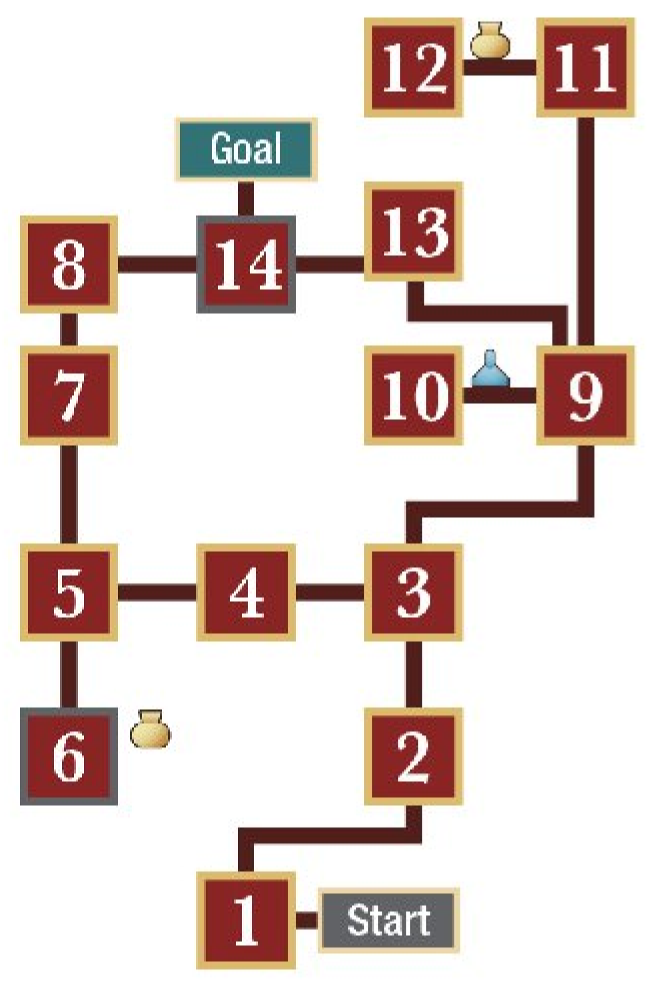
Rewards

Officer	Agito	Finis
Magic: Thunder ROK, Sentinel Emblem	Orderly: Mega-Ether	Armory: Blade Barrier

S-Rank Rewards

Officer	Agito	Finis
25.0% Soldier's Gloves	25.0% Diamond Bangle	25.0% Battery Barrier
25.0% Magitek Shield	25.0% Ignis Codex	25.0% Deflector
25.0% Flameshield Cloak	25.0% Glacies Codex	25.0% Celestial Armlet
12.5% Megalixir	25.0% Fulgur Codex	21.9% Lustrous Armlet
12.5% Bulletproof Vest		3.1% Ribbon

Mission 6.5: Mission Under Ceasefire (Level 38)



S-Rank Requirements

Time	Phantoma	Casualties
7:00	50	0

Rewards

Officer	Agito	Finis
Armory: Aegis Essentia, Auric Hourglass	Eidolon: Odin's Grímnir Form	Armory: Crazy Eights

S-Rank Rewards

Officer	Agito	Finis
18.8% Argentic Hourglass	26.6% Red Cap	29.7% Growth Egg
18.8% Flak Jacket	20.3% Tome of Ifrit	20.3% H5-Shock Absorber
18.8% Quake Killer	20.3% Mage's Miter	20.3% Balaclava
18.8% Arctic Armlet	20.3% Ballistic Shield	20.3% Snow Goggles
12.5% Megalixir	12.5% Auric Hourglass (Two)	6.3% Auric Hourglass (Five)
9.2% Talisman		3.1% Ribbon
3.1% Auric Hourglass		

SO Conditions

This Mission is accessed by selecting "Explore the outskirts" when starting Mission 6.

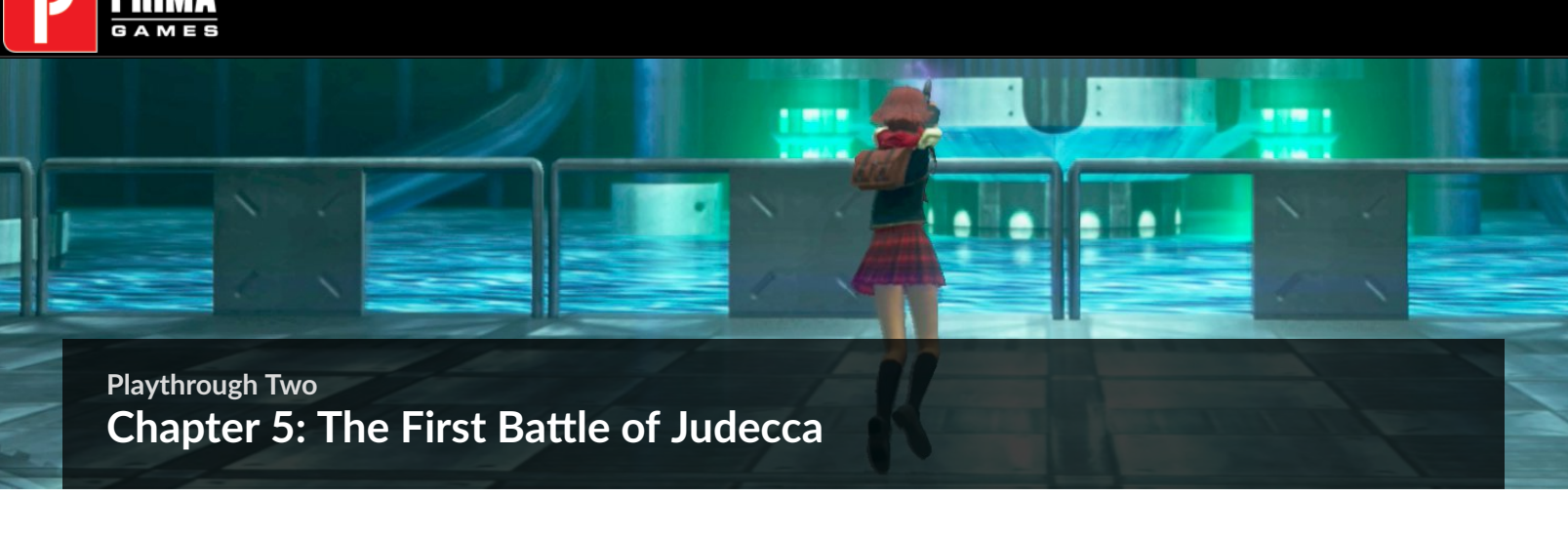
If you want to complete both SOs 13 and 14, you'll need to start this Mission with just one party member, and he or she will have to have a Fire spell equipped. Jack, Trey, or Cinque with Fire BOM will serve you well during this Chapter.

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
2	Performance Evaluation: Defeat one evil eye within the time limit.	1:00	Endure 0:30	Megalixir	–
5	Performance Evaluation: Harvest Phantoma from a tonberry.	1:00	Quick 0:30	Regal Armor	–
13	Take down an enemy without allied assistance using your active leader.	3:00	Haste 0:30	[Cater's Weapon] Rune Trigger	–
14	Combat Trial: Defeat the sledgefist giant without letting any Militesi soldiers die.	5:00	Aura 0:30	Armlet of Shiva	–

Items

Room	Item	Note
6	Support Serum	–
12	Turbo Ether 50%/Elixir 50%	–
12	Support Serum	–



Playthrough Two

Chapter 5: The First Battle of Judecca

First Break—5 Days

Moogle Classes

FGHT-201: Applied Intro to Battle Basics	40,000 EXP	—
MAGC-201: Applied Intro to Magic	Magic Power +1	—
HPUP-101: Fundamentals of Health I	HP +50	—
MPUP-101: Fundamentals of Magic Enhancement I	MP +10	—
ATTK-201: Intermediate Applied Tactics	Attack Power +5	Second Playthrough
MAGC-210: Intermediate Applied Sorcery	Magic Power +1	Second Playthrough
HPUP-202: Topics in Health II	Max HP +80	Second Playthrough
MPUP-201: Topics in Magic Enhancement I	Max MP +30	Second Playthrough

Events

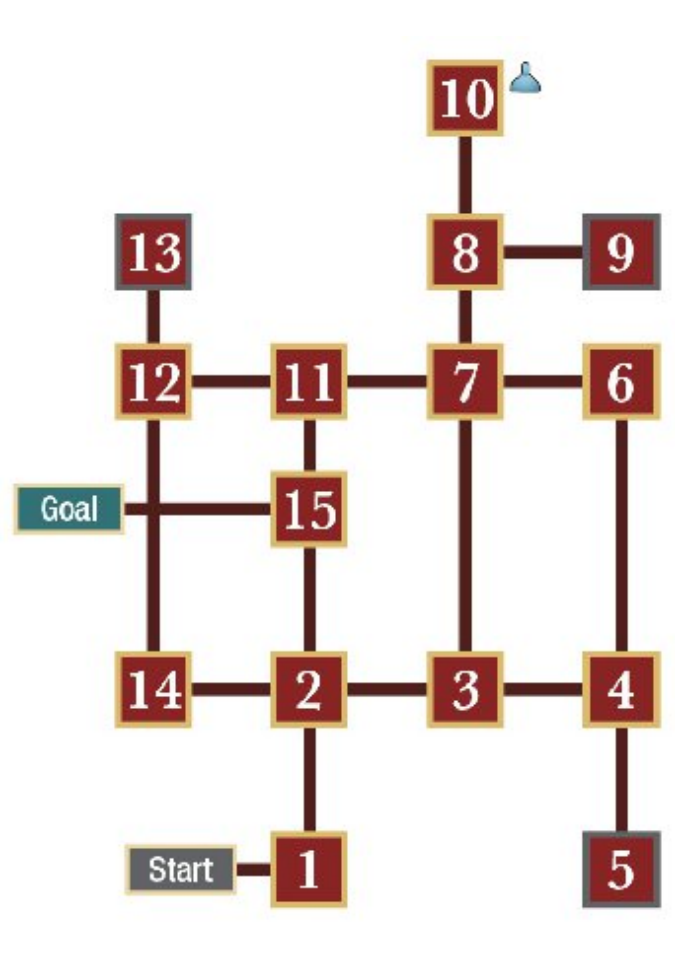
Location	Who	Reward	Note
Airship Landing	Ryo	Elixir	—
Airship Landing	Ryid	Ether	—
Back Garden	Cinque	Mega-Potion	—
Crystarium	Quon	Cutscene, Ether	—
Central Command	Cadetmaster	Cutscene, Elixir	Play as Machina.
Ready Room	Carla	Cutscene, Hi-Potion	—
Ready Room	Class Twelfth Moogle	Hi-Potion	—
Ready Room	Enra	Ether	—
Terrace	Orderly	Mega-Potion, "What Happened to Aria" entry added to the Rubicus.	—
Lounge	Deuce	Mega-Potion	—

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give one Phoenix Down to the Logistics Officer.	Mythril Gloves	—
Fountain Courtyard	Enra	Play as Rem and get an S-Rank in the "Covering the Cadets" Trial.	Gold Bangle	Second Playthrough
Crystarium	Naghi	Find proof of the Cactuar.	Ballistic Shield	The Cactuar can be found randomly in the Airship Landing, the Back Garden, the Terrace, and the Chocobo Ranch. (It leaves behind an item when discovered.)
Central Command	Dominion Officer	Defeat six Bombs for the Central Command Officer.	Five X-Potions	Jubanla Region. (You can gain access to it by heading through the Northern Corridor, west of Mi-Go.)
Armory	Guildsman	Give the Guildsman seven Fire Shards.	Thunderbolt Armlet	Must fight Flame Bombs in the Rubrum Region.
Sorcery	Sorcery Researcher	Give the Sorcery Researcher seven Cyan Phantoma.	Crystal Shard	—
Sorcery	Dr. Al-Rashia	Defeat thirty enemies with Blizzard BOM.	Twelve Jeweled Rings	Can be done in the Arena.
Lounge	Administration Official	Give 800 SPP to the Administration Official.	Three Megalixirs	—

Expert Trials

Covering the Cadets (Level 38)



S-Rank Requirements

Time	Phantoma	Casualties
24:00	135	0

Rewards

Officer	Agito	Finis
Magic: Fire RF-II	Eidolon: Shiva's Petite Shiva Form	[Deuce's Weapon] Lamia's Flute

S-Rank Rewards

Officer	Agito	Finis
25.0% Ignis Essentia	56.2% Circlet	46.9% Aegis Divinum
25.0% Glacies Essentia	25.0% Mythril Bracelet	25.0% Stalwart Ring
25.0% Fulgur Essentia	18.8% Diamond Bangle	25.0% Celestial Armlet
12.5% Megalixir		3.1% Ribbon
12.5% Aegis Essentia		

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
4	Performance Evaluation: Use Datalink to defuse the time bomb.	5:00	Endure 0:30	Megalixir	After saving all three cadets; you can only do this SO once in either area 4, 10, or 14.
5	Combat Trial: Aid the cadets by defeating three Imperial Troopers.	5:00	Haste 0:30	Gold Bangle	Help the cadets in this area defeat the Imperial Troopers, instead of defeating them yourself.
6	Combat Trial: Take out three Imperial Troopers on high ground.	1:00	Freecast 0:30	Auric Ring	—
10	Performance Evaluation: Use Datalink to defuse the time bomb.	5:00	Endure 0:30	Megalixir	After saving all three cadets; you can only do this SO once in either area 4, 10, or 14.
14	Performance Evaluation: Use Datalink to defuse the time bomb.	5:00	Endure 0:30	Megalixir	After saving all three cadets; you can only do this SO once in either area 4, 10, or 14.

Items

Room	Item	Note
5	Support Serum 50%/X-Potion 25%/X-Ether 25%	After saving all three cadets.
9	X-Ether 50%/Support Serum 50%	After saving all three cadets.

Strategy

You'll first be tasked with aiding three cadets, all of whom will be marked on your map on the Info screen. This is the time to do the SOs in areas 5 and 6. As soon as you rescue each of the cadets, you'll be escorted back to area 1. At this point you can do SOs 4, 10, or 14. (You can only do one, but they're all exactly the same, so no worries.) You also can grab the items from areas 5 and 9. You'll have to defuse the three bombs that are marked on your map in the Info screen. Once you've completed that task, area 15 will open up.

All you need to do in area 15 is stay alive and defeat enough soldiers to coax the CO out of the Mid-Sized Carrier in the center of the area. Once you defeat the CO, the Expert Trial will be over.

A Charge on the Border (RTS Mission—Level 38)

Goal
3
2
1
Start

S-Rank Requirements

Time	Phantoma	Casualties
25:00	10	0

Rewards

Officer	Agito	Finis
Eidolon: Ifrit's Calamity Form	SPP: Lilith Rod	SPP: Crystal Mail

S-Rank Rewards

Officer	Agito	Finis
25.0% Phoenix Pinion	25.0% Phoenix Pinion (Three)	25.0% Phoenix Pinion (Six)
25.0% Vitality Apparatus	25.0% Platinum Bangle	25.0% Platinum Bangle
25.0% Mythril Gloves	25.0% Mythril Gloves	25.0% Crystal Gloves
25.0% Unusual Artifact	25.0% Unusual Artifact	25.0% Unusual Artifact

Expert Trial Requirements

This Expert Trial will only appear after completing the "Covering the Cadets" Trial.

There are no items or red SOs in this Expert Trial, so we'll be focusing exclusively on how to beat the RTS elements of the Mission. Once you accept this Expert Trial, head to the Airship Landing and fly to the Iscah Region. Proceed west to reach the Meroë Region. Once you reach the Meroë Region you'll be prompted to start the Expert Trial. Accept it to begin the battle.

1 Occupy Domain 1

Your first mission is to capture Domain 1, but you're going to find it to be nearly impossible with the Autoturret next to the town shooting all of your troops as they approach. Take out the Autoturret while ignoring the Warrior units coming out of Domain 1. Once it's been destroyed, help push your soldiers up to Domain 1.

Once your soldiers reach Domain 1, immediately race to Domain 2, which is under the control of your allies.

2 Defend Domain 2

Your enemies will immediately try to strike back at you and your allies once you've taken Domain 1. You'll have to defend your territory for 60 seconds to complete the mission.

A Mid-Sized Carrier will begin attacking Domain 2, and it will have very little issue taking your town from you if leave it unchecked. This is where Trey really shines; charge up an arrow until it reaches Max Charge, then unleash it on the Mid-Sized Carrier. You'll do devastating damage to the Carrier. Shoot it a few more times with fully charged arrows and you'll bring the Carrier down.

After 60 seconds, if Domain 2 is still in allied hands, you'll be able to command the troops that appear from it.

3 Neutralize Alerion's Energy Wall

Your next task will be to lower Alerion's energy wall, but you'll never be able to accomplish that without destroying the Autoturret southwest of Domain 2. It's been shooting your allies as they make their way to Alerion, making it almost impossible to reach the town.

Destroy the Autoturret and help your troops reach Alerion.

4 Invade Alerion

You'll need to invade Alerion immediately after the energy wall falls. Renown will begin producing Helldiver units, which are strong, flying MAs, and they'll fly directly to your Main Base. These units will be very difficult to contend with while trying to capture the battlefield, but they will only attack the Main Base while Alerion's energy wall is down.

You'll need to deactivate all of the Datalink towers in Alerion in five minutes to complete the mission. Don't waste any time fighting off enemies until you've reached the tower in each area. There are four towers to shut down in Alerion. Once all four have been deactivated, the CO in charge of Alerion will appear. Defeat him and Alerion will be yours.

5 Destroy the Mid-Sized Carrier

After you re-enter the battlefield, a Mid-Sized Carrier will enter it as well near Alerion. Your mission is to take out the Mid-Sized Carrier. It will stop off at Domain 3 and begin attacking. Before you can destroy it, the Mid-Sized Carrier will lift off and fly toward Domain 2. It will take off again before you are able to bring it down. It will then fly to Alerion, which is when you can finally shoot it down.

During this time, an imperial dreadnought will fly around the map and recapture your domains one by one. You can't do anything to stop it except shoot down the Mid-Sized Carrier.

Goal
4
3
2
Start
1

6 Neutralize Renown's Energy Wall

Once the Mid-Sized Carrier has been destroyed, the dreadnought will leave the battlefield. You'll need to recapture Domain 1, then head for Domain 4 before you can take down Renown's energy wall.

Immediately rush over to Domain 2 and order them to send troops to Domain 1. Waste no time in doing this; attacks on Alerion and Domain 3 will be fierce and any delay might cost you either location. Once Domain 2 has been ordered to attack Domain 1, head to Domain 3 and defend it until Domain 1 has been captured. Once Domain 1 is in your possession again, order Domain 2 and Alerion to produce Spark Units, and then send them to Renown. The Helldiver units will come out of Renown at a rapid pace, making it very hard to push toward Domain 4. The Spark Units will drive the Helldivers back long enough for your other units to capture Domain 4.

7 Invade Renown

Once your troops reach Renown, it will only be a moment before they drop its energy wall. After the wall has dropped, invade Renown and capture it to complete this Expert Trial.

The Battle on the Beach (Level 40)

S-Rank Requirements

Time	Phantoma	Casualties
5:00	7	0

Rewards

Officer	Agito	Finis
Armory: Crystal Ball	Armory: Circlet	Armory: Tiara

Once you accept this Expert Trial, head to the Airship Landing and take a flight to the Iscah Region. Approach the MA troops, which are marked on your minimap to begin the Trial.

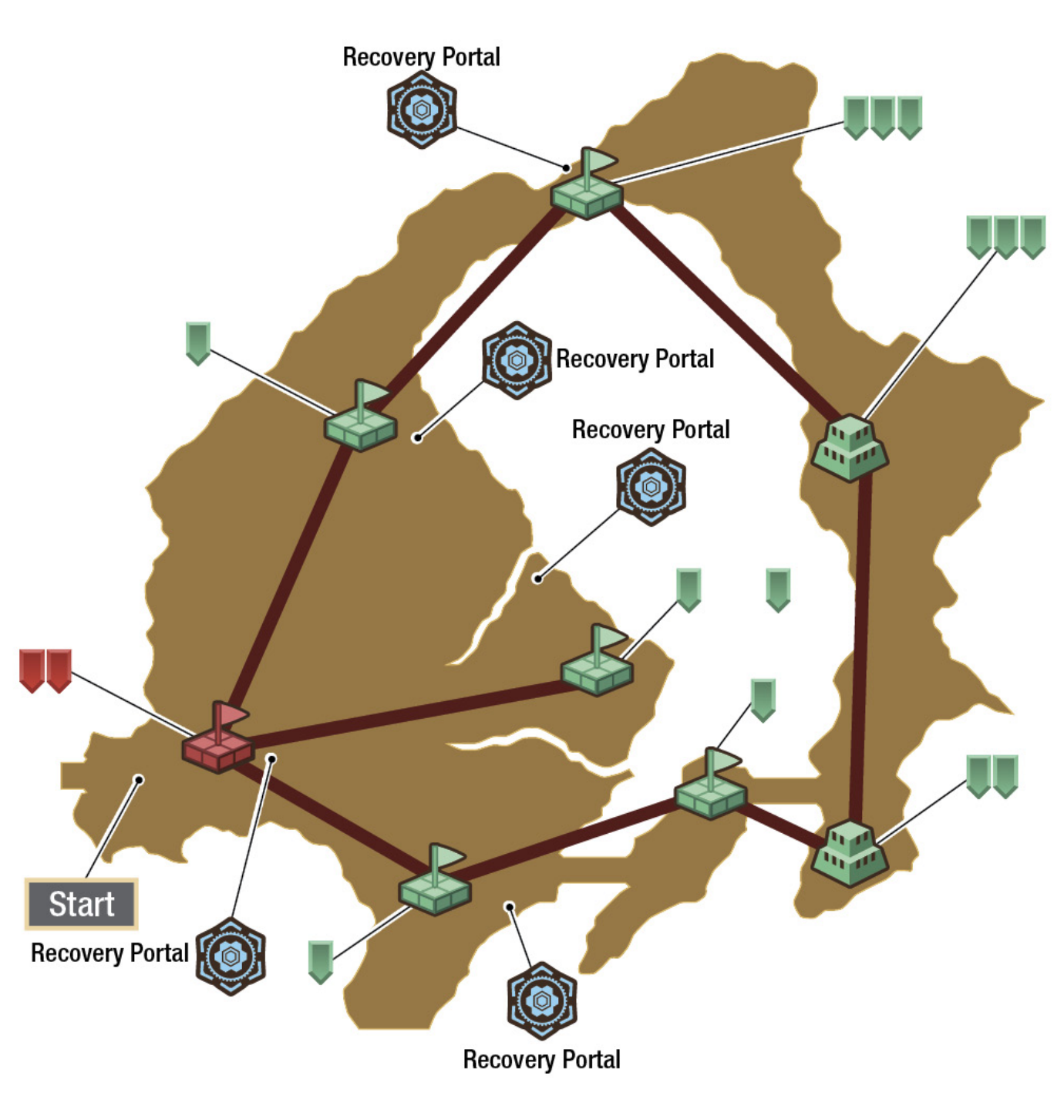
S-Rank Rewards

Officer	Agito	Finis
37.5% Crystal Ball	25.0% Phoenix Pinion	25.0% Diamond Gloves
25.0% Flak Jacket	25.0% Circlet	25.0% Interceptor
25.0% Sentinel Emblem	25.0% Mythril Gloves	25.0% Blade Barrier
12.5% Megalixir	12.5% Stabproof Shield	21.9% Tiara
	12.5% Ballistic Shield	3.1% Crystal Ball

Expert Trial Requirements

This Expert Trial will only appear after completing the "A Charge on the Border" Trial.

Mission 7: The Reclamation of Eibon (RTS—Level 23)



S-Rank Requirements

Time	Phantoma	Casualties
25:00	11	0

Rewards

Officer	Agito	Finis
Magic: Blizzard SHG, Gold Bangle	SPP: Mythril Armor	Adamant Shell

S-Rank Rewards

Officer	Agito	Finis
25.0% Phoenix Pinion	25.0% Phoenix Pinion (Three)	25.0% Phoenix Pinion (Six)
25.0% Platinum Bracelet	25.0% Mythril Bracelet	25.0% Arctic Armlet
25.0% Crystal Ball	25.0% Circlet	25.0% Blaze Armlet
25.0% Medical Kit	25.0% Thunderbolt Armlet	25.0% Tiara

Second Break—5 Days

Moogle Classes

FRMG-102: Elementary Fire Magic II	Fire Magic +1	—
ICMG-102: Elementary Ice Magic II	Ice Magic +1	—
LTMG-102: Elementary Lightning Magic II	Lightning Magic +1	—
DFMG-201: Intermediate Defense Magic I	Defense Magic +2	—
FRMG-302: Advanced Fire Magic II	Fire Magic +3	Second Playthrough
ICMG-302: Advanced Ice Magic II	Ice Magic +3	Second Playthrough
LTMG-302: Advanced Lightning Magic II	Lightning Magic +3	Second Playthrough
DFMG-402: Seminar—Mastery of Aegis II	Defense Magic +3	Second Playthrough

Events

Location	Who	Reward	Note
Main Gate	Caetuna	Cutscene, X-Potion	—
Fountain Courtyard	Yano	Hi-Potion	—
Fountain Courtyard	Dominion Legionary	Ether	—
Airship Landing	Orderly	Mega-Potion, "Assign Her to My Custody" entry added to the Rubicus.	—
Airship Landing	Mutsuki	Hi-Potion	—
Airship Landing	Ryo	Elixir	If you talk to Ryo in the last Free Time session, this Event will not be here.
Cemetery	Gate	Cutscene, Phoenix Pinion	—
Crystarium	Hiiragi	Ether	—
Central Command	Class Second Moogle	Hi-Potion	—
Ready Room	Orderly	X-Potion, "On Second Thought…" entry added to the Rubicus.	—
Lounge	Carla	N/A	You need to give her 10,000 Gil.
Terrace	Kurasame	Cutscene, X-Potion	—

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give three Mega-Potions to the Logistics Officer.	Platinum Gloves	—
Fountain Courtyard	Tokito	Give one Diamond Ore to Tokito.	Good-Luck Charm	Can be found in the Bethnel Caverns.
Crystarium	Class Ninth Cadet	Take three prisoners by defeating enemy COs.	Protector Ring	Soldiers and their COs can be found the forests of the Meroé Region.
Central Command	Dominion Officer	Defeat one Striker	Ten Elixirs	The Strikers can be found in the forests of the Eibon Region.
Armory	Armory Guildmaster	Give two chunks of Beast Flesh to the Armory Guildmaster.	Gold Bangle	Defeat monsters in Bethnel Caverns, second playthrough.
Sorcery	Sorcery Researcher	Give ten Sepia Phantoma to the Sorcery Researcher.	Crystal Shard	—
Lounge	Administration Official	Give 1000 SPP to the Administration Official.	Five Phoenix Down	—
Terrace	Kurasame	Land twenty Killsight/Breaksight strikes and report back to Kurasame.	Shock Shield	Can be done in the Arena.

Outside of Akademeia

Location	Who	Task	Reward	Note
Toguagh	Issei	Defeat a Dracoknight for Issei.	Diamond Shield	Must be fought on the Innsmouth Coast, second playthrough.

Expert Trials

Colonel Faith's Revolt (Level 41)

Goal
1
Start

S-Rank Requirements

Time	Phantoma	Casualties
15:00	40	0

Rewards

Officer	Agito	Finis
Eidolon: Golem's Troll Form	Eidolon: Bahamut's Neo Bahamut Form	Magic: Meteor

Once you accept this Expert Trial, leave Akademeia through the Main Gate and head to Toguagh in the Eibon Region.

S-Rank Rewards

Officer	Agito	Finis
25.0% Diamond Gloves	25.0% Crystal Ball	25.0% Armlet of Ramuh
25.0% Ballistic Shield	25.0% Interceptor	25.0% Advanced Interceptor
25.0% U2-Shock Damper	25.0% Supple Shield	25.0% Ignis Divinum
12.5% Megalixir	25.0% Opal Shield	21.9% Supple Shield
12.5% Aegis Codex		3.1% Ribbon

Strategy

Colonel Faith is stationed in area 3 at the start of the Trial. If you want to have a chance to grab all of the items and complete all of the SOs during this Trial, ignore Faith any time you see him and head to the areas listed below. If you attack Colonel Faith and deplete his health, you'll be escorted to area 19 where you'll need to defend yourself against waves of enemies for five minutes. Once the five minutes are up, the Trial will be over.

If you want to get the SOs without having to wait a long time for Colonel Faith to appear in the required areas, head straight to area 12. Faith starts in area 3, but he will almost immediately move to area 12 shortly after you leave area 12. This will allow you to finish the area 12 SO without having to wait several minutes for him to re-enter the area. Once you've completed area 12's SO, head to area 6 and wait for Faith to appear there to complete area 6's SO. After that, complete the remaining SO and collect the items scattered around the map, then track down and kill Colonel Faith.

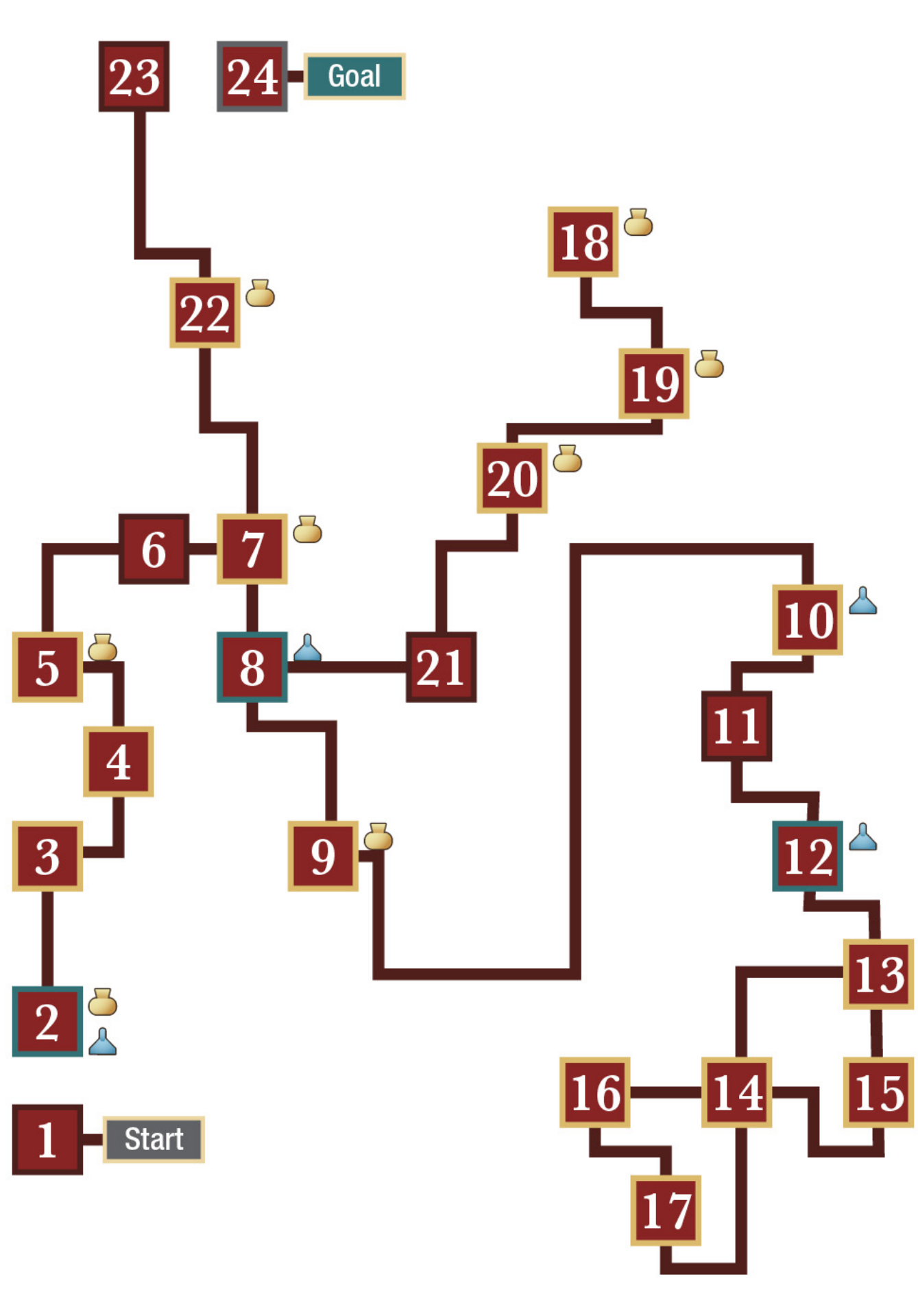
Special Orders

Room	Order	Time Limit	Effect	Reward	Note
6	Stealth Mission: Ambush Colonel Faith.	10:00	Invincible 0:30	Megalixir	You need to wait in this area until Colonel Faith makes his way to this area himself. Once he enters the area, the SO will be complete.
12	Combat Trial: Score a Breaksight strike on Colonel Faith.	1:00	Freecast 0:45	U2-Shock Damper	You need to wait until Colonel Faith is in this area before this SO will appear.
18	Performance Evaluation: Fight your way through the enemy ambush.	5:00	Quick 0:30	Phoenix Pinion	You just need to defeat the CO in this area to complete the SO.
19	Performance Evaluation: Take down twenty imperial stragglers.	3:00	Trance 1:00	[Eight's Weapon] Diamond Fists	—

Items

Room	Item	Note
8	Ether 50%/Medical Kit 50%	—
14	Elixir 50%/X-Ether 25%/Support Serum 25%	—
18	X-Ether 50%/Elixir 50%	—

Mission 8: The Battle of Judecca (Level 29)



S-Rank Requirements

Time	Phantoma	Casualties
35:00 (Not saved by the Eidolon)	64	0
22:00 (Saved by the Eidolon)	64	0

S-Rank in Mission 8

Getting an S-Rank in this Mission works a little differently than in the other Missions you've done up to this point. The time limit is determined by whether or not a specific Eidolon (who we aren't naming here to avoid spoilers) comes to your aid during the boss fight at the end of this Mission.

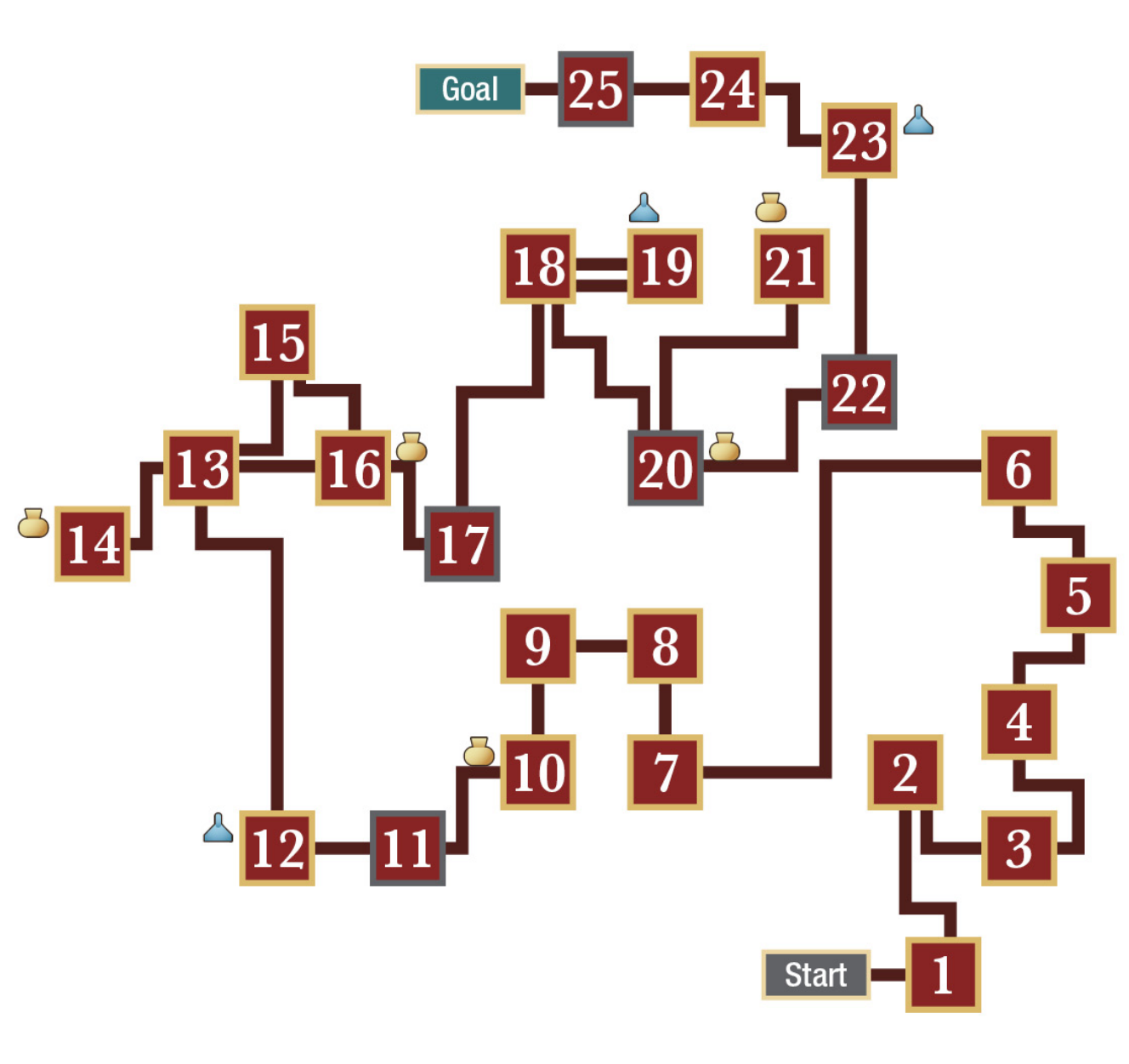
Rewards

Officer	Agito	Finis
Armory: Lunar Armlet	Armory: Platinum Bangle	Armory: Mythril Bangle

S-Rank Rewards

Officer	Agito	Finis
21.9% Ignis Tertius, Vol. II	25.0% Ignis Veritas	25.0% Fulgur Divinum
21.9% Glacies Tertia, Vol. II	25.0% Gold Anklet	25.0% Warlock's Headdress
21.9% Fulgur Tertius, Vol. II	25.0% Mist Mask	25.0% Armlet of Ramuh
21.9% Aegis Tertia, Vol. II	25.0% Balaclava	21.9% Lunar Armlet
12.4% Megalixir		3.1% Ribbon

Mission 8.5: Operation Vulturnus (Level 42)



S-Rank Requirements

Time	Phantoma	Casualties
24:00	100	0

S-Rank Rewards

Officer	Agito	Finis
18.8% Argentic Hourglass	25.0% Deflector	25.0% Blessed Armlet
18.8% Ignis Essentia	25.0% Lunar Armlet	25.0% Sublimation Ring
18.8% Glacies Essentia	18.8% Rune Ring	25.0% Battery Barrier
18.8% Fulgur Essentia	18.8% Topaz Shield	15.6% Growth Egg
12.5% Megalixir	12.4% Auric Hourglass (Two)	6.3% Auric Hourglass (Five)
9.2% Circlet		3.1% Ribbon
3.1% Auric Hourglass		

Second Playthrough

This Mission is accessed by selecting "Travel to the border" when you speak with the Dominion Tribune at the Airship Landing for Mission 8.

Rewards

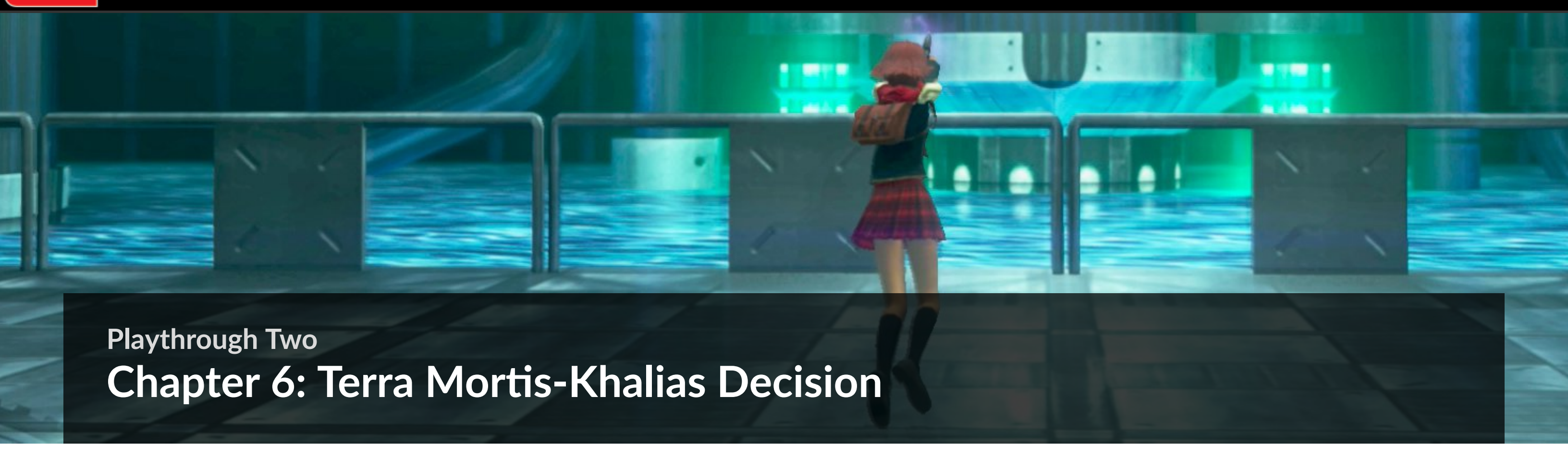
Officer	Agito	Finis
Eidolon: Bahamut, Auric Hourglass	Armory: Regal Armor	Armory: [Seven's Weapon] Beastmaster

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
3	Do not perform magic attacks with your active leader.	1:00	Protect 1:00	Arctic Armlet	—
11	Combat Trial: Deal at least 3500 damage to the Diepvern.	1:00	Aura 0:45	Eidolon: Diablos' Baalberith Form	—
13	Performance Evaluation: Defeat Wingvern and neutralize the energy wall.	2:00	Regen 0:30	[Seven's Weapon] Wildfire Whipblade	—
21	Intel Quest: Obtain classified information on the royal army.	2:00	Haste 0:20	Megalixir	The item you are looking for doesn't appear as a red light like other items. It's inside the box closest to the wall on the north side of the area.
25	Performance Evaluation: Exterminate all the pyronades	1:00	Regen 0:30	Elixir	—

Items

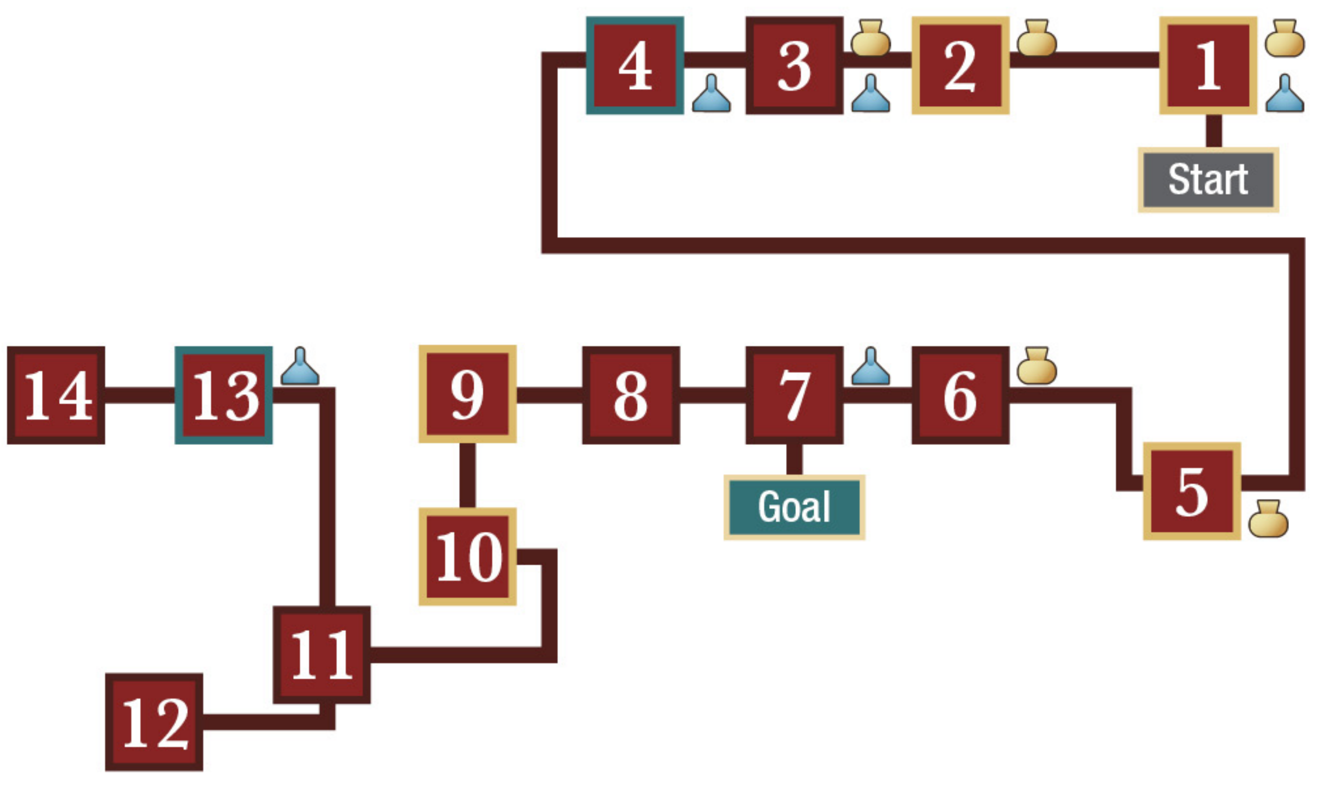
Room	Item	Note
4	Argentum Medica 50%/Aurum Medica 50%	—
10	Aes Medica 71.1%/Argentum Medica 28.9%	—
12	Knowing Tag	—
14	Draco Medica 71.1%/Aurum Medica 28.9%	—
16	Aes Medica 71.1%/Argentum Medica 28.9%	Can only be reached from the southeast passage of area 13.
20	Aes Medica 71.1%/Argentum Medica 28.9%	—
23	Knowing Tag	—



Playthrough Two

Chapter 6: Terra Mortis-Khalias Decision

Mission 9: The Clash on Big Bridge (Level 32)



S-Rank Requirements

Time	Phantoma	Casualties
25:00	108	0

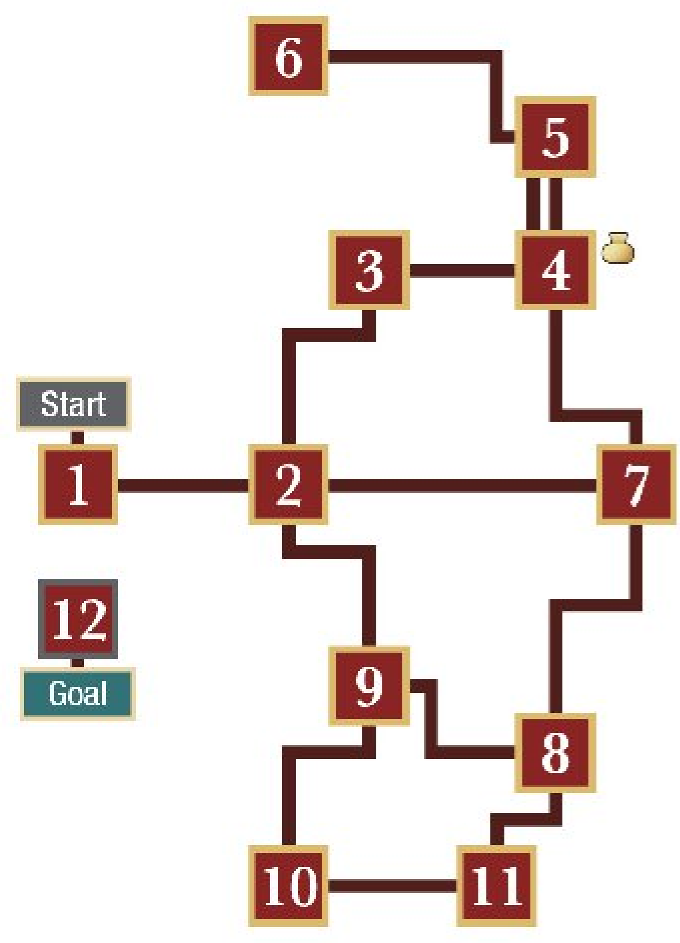
Rewards

Officer	Agito	Finis
Eidolon: Odin, Orderly: Hi-Potion	Eidolon: Ifrit's Ignis Form	Orderly: Elixir

S-Rank Rewards

Officer	Agito	Finis
25.0% Magitek Shield	25.0% Talisman	25.0% Celestial Armlet
12.5% Megalixir	25.0% Interceptor	25.0% Sand Visor
12.5% Circlet	25.0% Topaz Shield	25.0% Gemini Ring
12.5% Ignis Essentia	25.0% Lunar Armlet	21.9% Celestial Armlet
12.5% Glacies Essentia		3.1% Ribbon
12.5% Fulgur Essentia		
12.5% Tempered Shield		

Mission 9.5: The Last Line of Defense (Level 43)



S-Rank Requirements

Time	Phantoma	Casualties
N/A	45	0

Rewards

Officer	Agito	Finis
Magic: Blizzard BOM-II, Auric Hourglass	Armory: Opal Shield	Armory: Valkyries

S-Rank Rewards

Officer	Agito	Finis
18.8% Argentic Hourglass	37.5% Circlet	25.0% Fulgur Divinum
18.8% Blaze Armlet	25.0% Mythril Bracelet	25.0% Gemini Ring
18.8% Arctic Armlet	25.0% Tome of Ramuh	25.0% Celestial Armlet
18.8% Thunderbolt Armlet	12.5% Auric Hourglass (Two)	15.6% Lustrous Armlet
12.5% Megalixir		6.3% Auric Hourglass (Five)
9.2% Safety Bit		3.1% Ribbon
3.1% Auric Hourglass		

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
2	Performance Evaluation: Defend your allies.	2:00	Protect 1:00	[Jack's Weapon] Demonslayer	You have to defeat all of the enemies that come out of the west side of the area without letting a single cadet fall.
3	Performance Evaluation: Defend your allies.	2:00	Regen 1:00	Gold Anklet	You have to defeat all of the enemies that come out of the west side of the area without letting a single cadet fall.
6	Performance Evaluation: Defend your allies.	5:00	Quick 1:00	Gaia Armlet	You have to defeat all of the enemies that come out of the west side of the area without letting a single cadet fall.
9	Performance Evaluation: Defend your allies.	5:00	Invincible 1:00	Torrent Armlet	You have to defeat all of the enemies that come out of the west side of the area without letting a single cadet fall.
10	Performance Evaluation: Defend your allies.	2:00	Endure 1:00	Gale Armlet	You have to defeat all of the enemies that come out of the west side of the area without letting a single cadet fall.

Items

Room	Item	Note
4	Support Serum 75%/Fortified Ration 25%	You can only reach this item by going through area 5's southwest passage.

Second Playthrough

This Mission is accessed by selecting "Contact Dr. Arecia" when you speak with Kurasame at the start of Chapter 6.

Strategy

There is a twenty-minute timer in this Mission, but it doesn't track how much time you have to complete the Mission—it marks how long you have to survive it. Things are structured a bit differently here than in all other Missions you've done up to this point. Instead of heading toward an objective, you'll be waiting for them to appear on the map. Your job is to protect your allies in each of the areas that the Militesi attack. They'll attack the map at specific times, but which area they'll attack is random. They'll never attack the same area twice, however. You can find the list of areas and when the Militesi will attack them below.

Once the twenty-minute timer hits zero, you'll be teleported to an alternate dimension. You'll have to survive in this dimension for three minutes while spectral Bahamut-like creatures attack you. The Bahamuts are pretty easy to deal with despite their size. Stick to their sides at all times and you'll be able to avoid all of their attacks. Once the three-minute timer runs out, you'll be escorted back to the real world and the Mission will be over.

The Triad Maneuver is absolutely vital to this battle. The SO in area 2 won't leave you with much time, and you'll have several Colossus units to fight off. The Triad Maneuver will help you take out huge chunks of their health, which will give you a much better chance of completing the SO.

Time of Attack

Attack 1 (19:30 Minutes Remaining)

Attack 2 (17:10 Minutes Remaining)

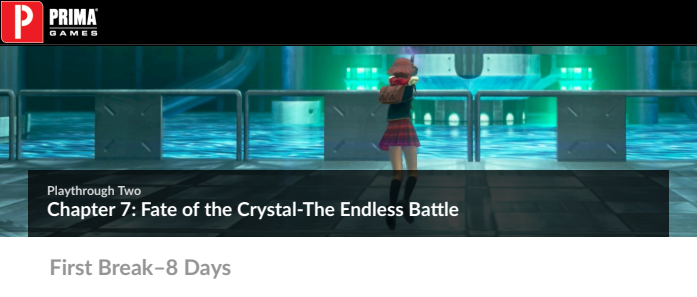
Attack 3 (14:45 Minutes Remaining)

Attack 4 (12:30 Minutes Remaining)

Attack 5 (10:00 Minutes Remaining)

Attack 6 (5:45 Minutes Remaining)

Attack 7—Area 2 (2:40 Minutes Remaining)



Playthrough Two

Chapter 7: Fate of the Crystal-The Endless Battle

First Break–8 Days

Moogle Classes

FGHT-301: Advanced Battle Basics	100,000 EXP	—
MAGC-301: Topics in Basic Magic	Magic Power +1	—
HPUP-102: Fundamentals of Health II	Max HP +50	—
MPUP-102: Fundamentals of Magic Enhancement II	Max MP +20	—
ATTK-301: Practicum in Applied Tactics	Attack Power +5	Second Playthrough
MAGC-310: Practicum in Applied Sorcery	Magic Power +1	Second Playthrough
HPUP-301: Practicum in Health	Max HP +100	Second Playthrough
MPUP-202: Topics in Magic Enhancement I	Max MP +50	Second Playthrough

Events

Location	Who	Reward	Note
Main Gate	Yamato	Elixir	—
Airship Landing	Izumo	Elixir	—
Altocrystarium	Queen	Mega-Potion	—
Hallway	Naghi	Cutscene	You must have completed all other Naghi Events for this one to appear.
Classroom Zero	Rem/Trey	Cutscene, Phoenix Pinion	—
Back Garden	Machina	Mega-Potion	—
Cemetery Gate		Cutscene, Phoenix Pinion	—
Crystarium	Class Ninth Moogle	X-Potion	—
Armory/Kazusa's Lab	Kazusa	Cutscene, Random Item	There must be 6 or less hours left in the day in order to talk to Kazusa. Refer to the "Side Quests" Section of this guide for details
Kazusa's Lab	Kazusa	Cutscene, Ether	You must obtain an Eyeball Specimen from Naghi in Central Command.
Central Command	Seven	Cutscene, BOM Magic Power +10	After doing Mutsuki request.
Central Command	Shijima	Elixir	—
Armory	Ryid	Cutscene, Attack +3	After completing his Task.
Lounge	Carla	N/A	You have to give her 100,000 Gil.
Terrace/Sorcery	Emina/Sorcery Researcher	Cutscene	There must be 6 or less hours left in the day in order to do Emina Events. Refer to the "Side Quests" Section of this guide for details
Terrace	Tokito	X-Potion	This Event can only be done while Emina isn't on the Terrace.

Outside of Akademeia

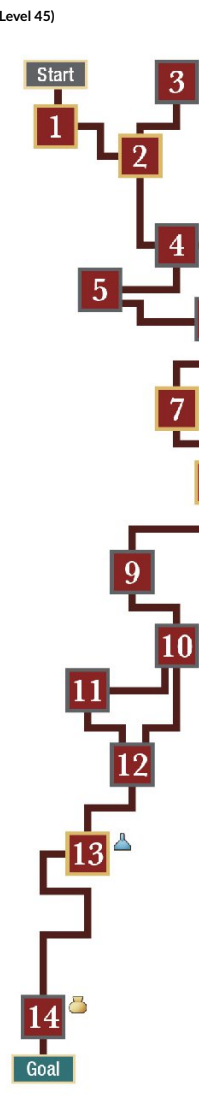
Location	Who	Task	Reward	Note
Cetme	Yatsude	Defeat twenty Imperial Troopers.	Quake Killer	Can be done in any location; you cannot reach Cetme until completing the "Operation Sticky Fingers" Expert Trial.
Roshana	Subaru	Defeat fifteen Mandragoras in the Roshana Province.	Gold Anklet	You cannot enter Roshana until completing the "Operation Dragon Slayer" Expert Trial or until you complete Mission 10.
Rama	Yukisato	Defeat two Marduks in the Roshana Province.	Crystal Shard	Marduks are found in the forests of the Roshana Province; you cannot enter Rama until completing the "Operation Dragon Slayer" Expert Trial or until you complete Mission 10.
Bazz	Sakuya	Defeat an Iron Giant.	Growth Egg	Iron Giants can be found in the Silent Key; you cannot enter Bazz until completing the "Operation Homecoming" Expert Trial.
Azurr	Okita	Defeat eight Floating Eyes for Okita.	Gold Bangle, MPV-B2 Trunk Key	You cannot enter Azurr until completing "The Climactic Clash at Azurr" Expert Trial.

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give three Mega-Remedies to the Logistics Officer.	Ten X-Potions	—
Classroom Zero	Kurasame's Tonberry	Land thirty Killsight/Breaksight strikes and report back to Kurasame's Tonberry.	Shock Armor	Can be done in Akademeia's Arena.
Crystarium	Naghi	Obtain Kurasame's Knowing Tag.	X-Potion	It is found near Bethnel Caverns; this Event can only be done after giving Kazusa the Eyeball Specimen.
Central Command	Dominion Officer	Defeat ten Ankhegs.	Three Megalixirs	The Ankhegs must be defeated in the Old Lorica Region.
Armory	Ryid	Obtain Lorican Diary.	Crystal Gloves	—
Armory	Mutsuki	Obtain one Dark Matter for Mutsuki.	Diamond Ring	Dropped by Malboros in the Roshana Province.
Armory	Guildsman	Retrieve ten Turtle Shells for the Guildsman.	Diamond Gloves	You must defeat the Adamantoise in Innsmouth Coast.
Sorcery	Quon	Obtain one Jeweled Ring for Quon.	Dominion Helmet	You get the ring from Dr. Al-Rashia's Task in the first Free Time of Chapter 5.
Sorcery	Sorcery Researcher	Give fifteen Mauve Phantoma to the Sorcery Researcher.	Magic: Thunder MIS	—
Lounge	Cadetmaster	Give 1500 SPP to the Cadetmaster.	Five Phoenix Pinions	—

Expert Trials

The Retreat from Roshana (Level 45)



S-Rank Requirements

Time	Phantoma	Casualties
33:00	100	0

Rewards

Officer	Agito	Finis
Magic: Blizzard RF-II	Armory: Sublimation Ring	Armory: [Trey's Weapon] Artemis' Bow

S-Rank Rewards

Officer	Agito	Finis
56.2% Flak Jacket	25.0% Platinum Bracelet	25.0% Ignis Divinum
25.0% Megalixir	25.0% Guardian Ring	25.0% Mage's Miter
12.5% Gold Bangle	25.0% Red Beret	25.0% Deflector
6.3% Platinum Bangle	25.0% H5-Shock Absorber	21.9% Mythril Bracelet
		3.1% Ribbon

After accepting "The Retreat from Roshana" Expert Trial, head to Roshana, which is east of the Elbon Region.

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
1	Performance Evaluation: Defeat the Wingvern and neutralize the energy walls.	2:00	Trance 0:45	[Cinque's Weapon] Wildfire Mace	This SO won't appear until you are near the energy wall.
6	Combat Trial: Take down at least fifty enemies.	3:00	Regen 1:00	Blessed Armlet	—
9	Combat Trial: Attract enemy attention by dealing 30,000 HP worth of damage.	3:00	Haste 1:00	Celestial Armlet	—
12	Combat Trial: Stall the enemy for three minutes.	3:00	Regen 1:00	Thundersnow Ring	Keep the enemies from reaching the door on the south side of the room.
14	Combat Trial: Take down three Dragoniers.	3:00	Protect 0:45	Regal Armor	The Dragoniers are on the Flyverns' backs.

Items

Room	Item	Note
7	Hi-Potion 50%/Argentum Medica 37.5%/Elixir 12.5%	—
10	Elixir 75%/Ether 25%	—
11	Knowing Tag	—
13	Knowing Tag	—
14	Turbo Ether 50%/Elixir 50%	—

Operation Sticky Fingers (Level 46)

3
Goal
2
1
Start

S-Rank Requirements

Time	Phantoma	Casualties
7:00	16	0

Rewards

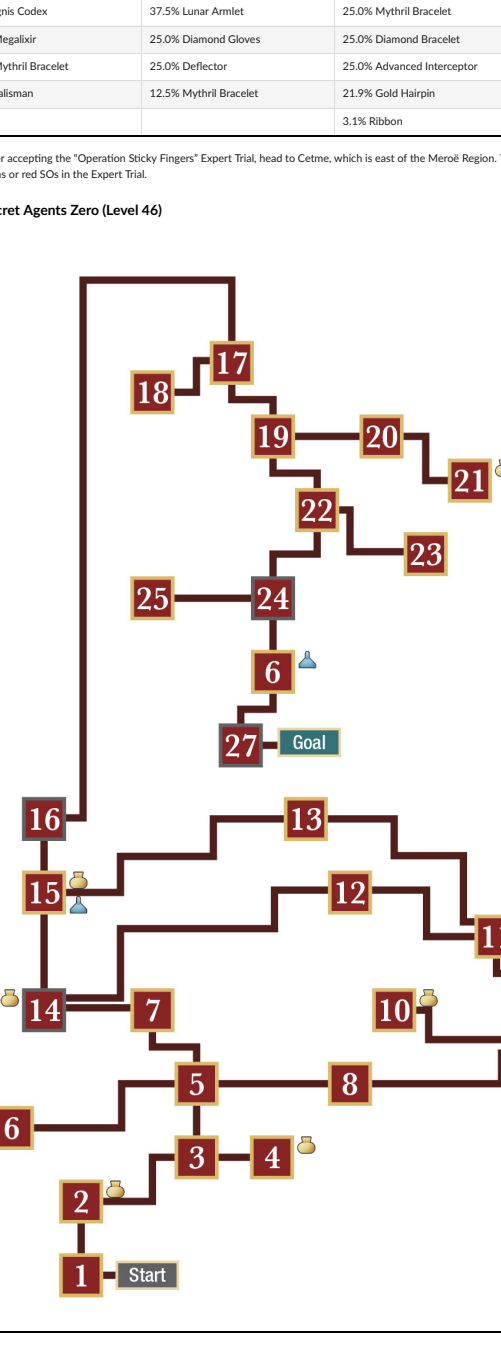
Officer	Agito	Finis
Armory: Fulgur Essentia	Armory: Blaze Armlet	Armory: Armlet of Ifrit

S-Rank Rewards

Officer	Agito	Finis
50.0% Ignis Codex	37.5% Lunar Armlet	25.0% Mythril Bracelet
25.0% Megalixir	25.0% Diamond Gloves	25.0% Diamond Bracelet
12.5% Mythril Bracelet	25.0% Deflector	25.0% Advanced Interceptor
12.5% Talisman	12.5% Mythril Bracelet	21.9% Gold Hairpin
		3.1% Ribbon

After accepting the "Operation Sticky Fingers" Expert Trial, head to Cetme, which is east of the Meroe Region. There are no items or red SOs in the Expert Trial.

Secret Agents Zero (Level 46)



S-Rank Requirements

Time	Phantoma	Casualties
21:00	108	0

Rewards

Officer	Agito	Finis
Armory: Ignis Essentia	Armory: Ruby Shield	Armory: [Queen's Weapon] Phantasmal Blade

S-Rank Rewards

Officer	Agito	Finis
21.9% Ignis Essentia	21.9% Ignis Veritas	21.9% Ignis Magnum
21.9% Glacies Essentia	21.9% Glacies Veritas	21.9% Glacies Magnum
21.9% Fulgur Essentia	21.9% Fulgur Veritas	21.9% Fulgur Magnum
21.9% Aegis Essentia	21.9% Aegis Veritas	21.9% Aegis Magnum
12.4% Megalixir	12.4% Mage's Miter	9.3% Warlock's Headdress
		3.1% Ribbon

Expert Trial Requirements

This Expert Trial will only appear after completing the "Operation Sticky Fingers" Expert Trial.

After accepting the "Secret Agents Zero" Expert Trial, use the Airship Landing to take a flight to the Cetme District. Follow the waypoint on your minimap to reach Mt. Klimov.

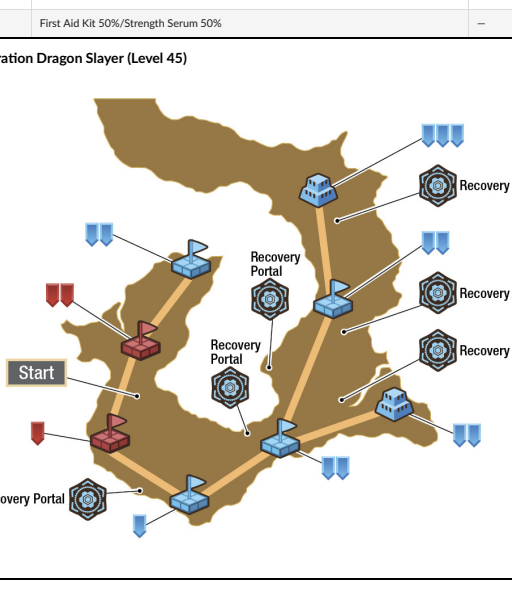
Special Orders

Room	Order	Time Limit	Effect	Reward	Note
9	Performance Evaluation: Keep fighting in spite of the snowstorm.	1:00	Regen 0:45	Phoenix Pinion	You just need to fight until the timer runs out.
16	Combat Trial: Annihilate the enemy in under five minutes.	5:00	Protect 0:30	Gold Anklet	—
27	Combat Trial: Deal 5000 damage to the Snow Giant	2:00	Aura 0:45	[Queen's Weapon] Wildfire Saber	This SO will only pop up after you destroy the Colossus units and the Snow Giants enter the room.

Items

Room	Item	Note
2	Keycard	—
4	Keycard	—
4	Knowing Tag	—
10	Knowing Tag	—
10	Fortified Ration 50%/Combat Ration 50%	—
14	First Aid Kit 50%/Strength Serum 50%	—
15	Combat Ration 50%/First Aid Kit 50%	—
21	First Aid Kit 50%/Strength Serum 50%	—

Operation Dragon Slayer (Level 45)



S-Rank Requirements

Time	Phantoma	Casualties
30:00	12	0

S-Rank Rewards

Officer	Agito	Finis
25.0% Phoenix Pinion (Two)	25.0% Phoenix Pinion (Four)	25.0% Phoenix Pinion (Eight)
25.0% Diamond Bracelet	25.0% Crystal Bracelet	25.0% Crystal Bracelet
25.0% Aegis Essentia	25.0% Aegis Divinum	25.0% Diamond Shield
25.0% Mobility Gear	25.0% Gold Anklet	25.0% Adamant Shell

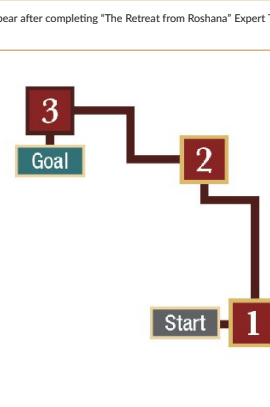
Rewards

Officer	Agito	Finis
Eidolon: Diabolos	SPP: Reed Cloak	SPP: Megalixir

After accepting the "Operation Dragon Slayer" Expert Trial, head to the Roshana Province, which is east of the Elbon Region.

Expert Trial Requirements

This Expert Trial will only appear after completing "The Retreat from Roshana" Expert Trial.



1 Occupy Domain 3

Help your troops push up to Domain 3 and capture it, then race back to the Main Camp.

2 Defend the Main Camp

Wingverns from Domain 1 will begin attacking the Main Camp. You'll need to defend the Main Camp from the Wingvern assault for one minute to complete this Mission. Once the timer reaches zero, if you protected the Main Camp, you'll gain direct control over it. Order your troops from the Main Camp to take over Domain 1.

3 Stop the Flyvern

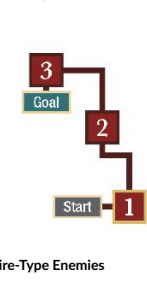
For taking Domain 1, the enemy will send a Flyvern over to Domain 3 and summon two Malboros. Defeat the Malboros and attack the Flyvern and it will fly over to Domain 2 and attempt to do the same thing. Keep attacking the Flyvern and it will give up and fly away.

4 Neutralize Roshana's Energy Wall

Help your soldiers push up to Roshana. All of your troops will already be making their way to Roshana, so all you need to do is help them push up to the town itself.

5 Invade Roshana

Once the energy wall has been neutralized, enter Roshana and capture it. The next three Missions you'll be given require you to kill enemies consisting of specific element types and then harvest their Phantoma. Don't try to clear the rooms of enemies. Instead, focus on killing the elemental enemies whose Phantoma you need, then move on. The last of the three Missions involves getting Phantoma from lightning-type enemies, which can be a little tough to find, if for no other reason than there aren't a ton of enemies in Roshana.



6 Harvest Two Phantoma from Fire-Type Enemies

While in Roshana, Moglin will task you with harvesting two fire Phantoma. There is a Pyronade in area 1 of Roshana and a second one will also appear if you keep defeating the enemies in that area. Harvesting the Phantoma of both Pyronades is enough to complete this Mission.

7 Harvest Three Phantoma from Ice-Type Enemies

You'll find plenty of Cryonades around area 1. You can also find more Cryonades in area 2 as well, if you've killed off all the ones in area 1.

8 Harvest Four Phantoma from Lightning-Type Enemies

This is the same deal as the past two Missions. The lightning enemies to look for are the Gateau Shockabots and the Galvanades.

9 Drive the Enemies Out of Roshana

Defeat the marked enemies in area 3's central square to complete this Mission and capture Roshana.

10 Neutralize Rama's Energy Wall

The enemy will send the giant Flyvern back onto the field to attack your domains. It will fly directly to the Main Camp to summon more Malboros this time. Rush over to the Main Camp and attack the Flyvern as soon as it arrives. You can prevent it from summoning the Malboros if you're fast enough and do enough damage. The Flyvern will retreat once again after taking a bit of damage. It will then make its way directly to Domain 2 to attempt to summon more Malboros. Head there and try to interrupt its attacks. Once you've scared it off again, it will head for Rama and stay there for the remainder of the battle.

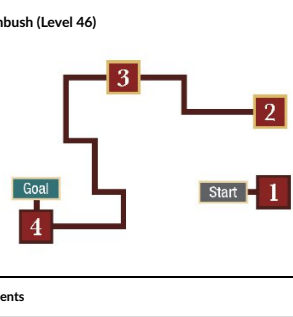
From here on, help your troops take Domain 5 and push up to Rama. You'll have to fight through incredibly tough turtle-like creatures called Cragapaces. Help your allies push up near Rama and they'll help you attack the Flyvern. Bring the Flyvern down once and for all and lead your troops up to Rama to bring the energy wall down.

11 Invade Rama

Once the energy wall has dropped, enter Rama. In area 1 of Rama, a Behemoth is causing trouble for your allies. He won't appear until you reach area 3 and kill the enemy there, but once you do, all you need to do is bring the Behemoth down to capture Rama and complete this Expert Trial.

The enemy that needs killing is a spy for the Concordian army who is leaking allied secrets in Rama. He's hiding out in area 3 and he'll need to be "dealt with" in order to reach the Behemoth. Once the spy has been forcefully retired from his spy career, head back to area 1 to find the Behemoth.

Thwarting the Royal Ambush (Level 46)



S-Rank Requirements

Time	Phantoma	Casualties
5:00	14	0

Rewards

Officer	Agito	Finis
Armory: Mythril Gloves	Armory: Diamond Gloves	Armory: Crystal Gloves

S-Rank Rewards

Officer	Agito	Finis
12.5% Megalixir	25.0% Phoenix Pinion	12.5% [Ace's Weapon] Platinum Deck
12.5% [Ace's Weapon] Lustrous Deck	25.0% Platinum Bangle	12.5% [Deuce's Weapon] Wildfire Flute
12.5% [Deuce's Weapon] Platinum Piccolo	25.0% Circlet	12.5% [Trey's Weapon] Venom Bow
12.5% [Trey's Weapon] Thorn Bow	12.5% Protector Ring	12.5% [Cater's Weapon] Rune Trigger
12.5% [Cater's Weapon] Magicite Prime	12.5% Aegis Veritas	12.5% [Cinque's Weapon] Wildfire Mace
12.5% [Cinque's Weapon] Buster Hammer		12.5% [Sice's Weapon] Lamia's Scythe
12.5% [Sice's Weapon] Reaper's Scythe		12.5% [Seven's Weapon] Wildfire Whipblade
12.5% [Seven's Weapon] Sleipnir Tail		12.5% Tiara

After accepting the "Thwarting the Royal Ambush" Expert Trial, use the Airship Landing to take a flight to Mi-Go in the North Togoreth Region. Follow the waypoint on your minimap to reach the Adamantoise northeast of Mi-Go. Approach the Adamantoise to start the Expert Trial.

Expert Trial Requirements

This Expert Trial will only appear after completing the "Operation Dragon Slayer" Expert Trial.

Strategy

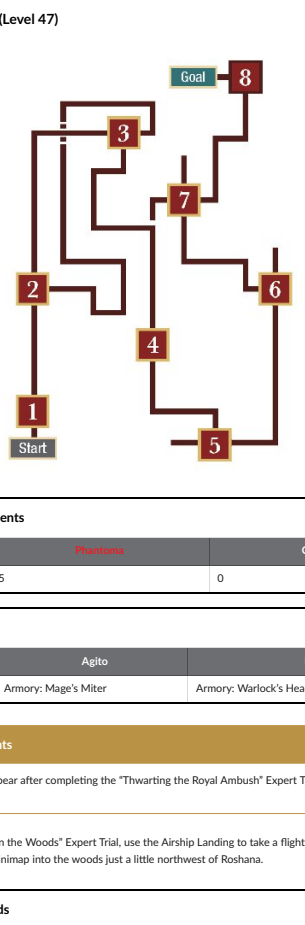
Area 1 of this Expert Trial has you fighting the Adamantoise, named Josai, on a beach. You can't leave the area and Josai's health and defense are off the charts. To make matters worse, it has a permanent Regen buff on itself, meaning doing significant damage to it is almost impossible. There is one way to significantly damage it: hit its Breaksight when it attempts to slam down on top of you with its front half. This is the only time you'll be able to hurt it, so try to avoid it otherwise.

After a few minutes of dodging this repugnant reptile, you'll be escorted automatically to area 2. From that point, you only need to defeat the Wingvern CO in area 4 to complete this Expert Trial.

Items

Room	Item	Note
4	Knowing Tag	Whether or not this item shows up is random

Wyverns in the Woods (Level 47)



S-Rank Requirements

Time	Phantoma	Casualties
6:00	25	0

Rewards

Officer	Agito	Finis
Armory: Red Beret	Armory: Mage's Miter	Armory: Warlock's Headdress

Expert Trial Requirements

This Expert Trial will only appear after completing the "Thwarting the Royal Ambush" Expert Trial.

After accepting the "Wyverns in the Woods" Expert Trial, use the Airship Landing to take a flight to the Roshana Province, then follow the waypoint on your minimap into the woods just a little northwest of Roshana.

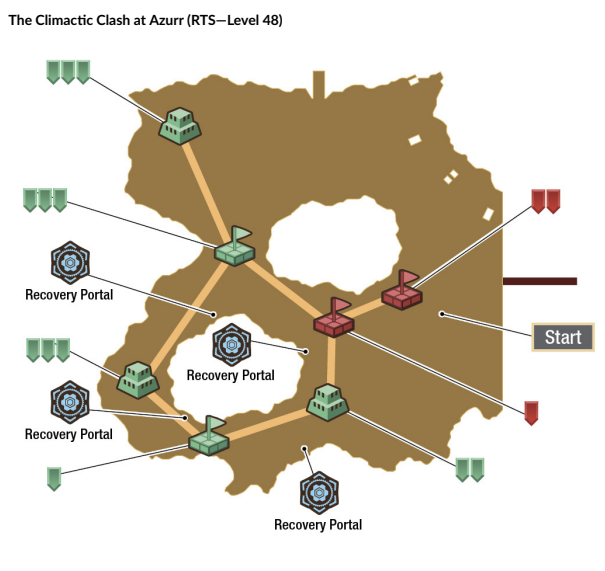
S-Rank Rewards

Officer	Agito	Finis
12.5% Megalixir	25.0% Phoenix Pinion	12.5% [Eight's Weapon] Diamond Fists
12.5% [Eight's Weapon] Killer Knuckles	25.0% Mythril Ring	12.5% [Nine's Weapon] Wildfire Spear
12.5% [Nine's Weapon] Knight's Lance	25.0% Circlet	12.5% [Jack's Weapon] Demonslayer
12.5% [Jack's Weapon] Black Widow	12.5% Platinum Bracelet	12.5% [Queen's Weapon] Wildfire Saber
12.5% [Queen's Weapon] Rune Saber	12.5% Dragonic Ring	12.5% [King's Weapon] Judgments
12.5% [King's Weapon] Magnati		12.5% [Machina's Weapon] Twin Lævateinns
12.5% [Machina's Weapon] Rune Rapiers		12.5% [Rem's Weapon] Wildfire Daggers
12.5% [Rem's Weapon] Rune Daggers		12.5% Aegis Veritas

Strategy

There aren't any red SOs or items in this Expert Trial, but the forest is an absolute maze, which is quite difficult to navigate if you don't know where to go. The quickest path to area 8 is to go north in area 1, north in area 2, south in areas 3 and 4, east in area 5, west in area 6, and east in area 7. Once you've reached area 8, you'll find a dragon named Sei-Lan. Defeat the dragon to complete this Expert Trial.

The Climactic Clash at Azurr (RTS—Level 48)



S-Rank Requirements

Time	Phantoma	Casualties
40:00	14	0

S-Rank Rewards

Officer	Agito	Finis
21.9% Ignis Essentia	21.9% Crystal Bracelet	21.9% Crystal Bracelet
20.3% Glacies Essentia	20.3% Grand Bangle	20.3% Grand Bangle
20.3% Fulgur Essentia	20.3% Crystal Ring	20.3% Crystal Ring
12.5% Advanced Interceptor	12.5% Ignis Divinum	12.5% Duke's Gauntlets
12.5% Grand Bangle	12.5% Glacies Divinum	12.5% Blessed Armlet
12.5% Crystal Ring	12.5% Fulgur Divinum	12.5% Super Ribbon

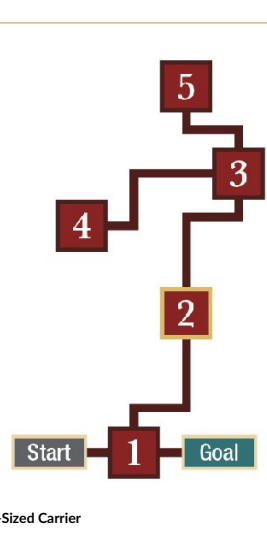
Rewards

Officer	Agito	Finis
Eidolon: Golem's Dwarf Golem Form	SPP: Phoenix Pinion	SPP: Onion Armor

After accepting "The Climactic Clash at Azurr" Expert Trial, use the Airship Landing to take a flight to Cetme, then head to the Azurr District, west of Cetme. Alternatively, if Cetme is not available as a destination from the Airship Landing, you can fly to Iscah and head west to reach the Azurr District. Once you reach the Azurr District, the Expert Trial will begin.

Expert Trial Requirements

This Expert Trial will only appear after completing the "Secret Agents Zero" Expert Trial.



1 Shoot Down the Mid-Sized Carrier

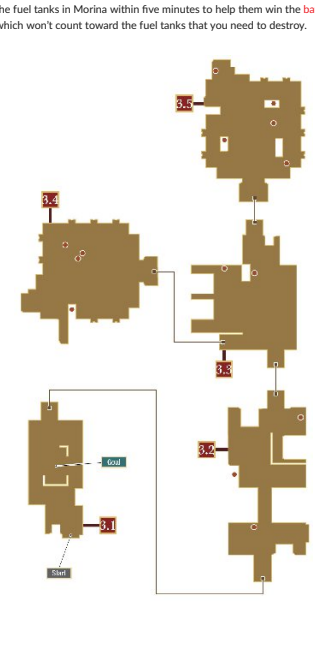
You won't have any room to breathe at the start of this Expert Trial. From the word "go" a Mid-Sized Carrier will fly to Domain 1 and begin attacking it relentlessly. Shoot it down to gain direct control over Domain 1.

2 Neutralize Morina's Energy Wall

Morina is producing an awful lot of MAs, which means you should tell Domain 1 to produce Spark Units to deal with them. Help your troops push up to Morina so they can remove that energy wall for you. You'll need to destroy the Autoturret to the right of Morina if you want any hope of ever reaching the town, but once that's gone it'll be smooth sailing from then on.

3 Invade Morina

You'll need to destroy all of the fuel tanks in Morina within five minutes to help them win the battle. There are Panjandrums posing as normal fuel tanks which won't count toward the fuel tanks that you need to destroy.



3.1 Main Gate

There are no fuel tanks in this area.

3.2 Central Concourse

There are three fuel tanks in area 2.

3.3 Central Square

There are only two fuel tanks in this area. Destroy them and move on.

3.4 Western Warehouse

There are four fuel tanks in area 4.

3.5 Northern Warehouse

The final five fuel tanks are in area 5. Destroy them and head back to area 1. Defeat the CO that appears shortly after entering area 1 to capture and gain direct control over Morina.

4 Defend Morina

As soon as you capture Morina, the enemy launches a counterattack to take it back. You'll need to defend the town for a minute and fifteen seconds while waiting for reinforcements. Start by telling Morina to produce Spark Units to help deal with the incoming Helldiver units, then focus on taking out the Mid-Sized Carrier attacking the town.

After a minute and fifteen seconds have passed, the assault on Morina will die down and Izumo will appear in an airship to help you protect Morina. You'll need to destroy the Autoturret southwest of Morina to help your army push up to Domain 2.

5 Neutralize Arwen's Energy Wall

With Izumo's help, taking Domain 2 and Arwen won't be an issue. Lead your soldiers up to Arwen and wait for them to take down the energy wall. Make sure to tell all of the towns under your direct control to send units to Arwen—the energy wall there is quite strong, so you'll need all the help you can get to take it down.

You'll also want to check on Morina as well. Azurr will sneak a Mid-Sized Carrier over to Morina while you're pushing up to Arwen. It won't do much damage to Morina, but it will slow down your troop production.

6 Invade Arwen

Goal
Start
1

Arwen is only one area big, and all you need to do to capture it is defeat the CO. To get the CO to appear, you'll need to defeat all the enemies that appear in the area. After defeating the Striker MAs, keep your eyes on the right side of the runway. A Mid-sized Carrier will try and fly out of Arwen, but if you're fast enough, you can shoot it down before it's able to leave.

7 Neutralize Azurr's Energy Wall

The final showdown with Azurr has arrived. Help your soldiers fend off a large force of MAs coming from Domain 3 and Azurr while also helping them take both towns.

After taking Domain 3, you'll gain direct control of the Izumo Unit. Use the Mogvice command and place markers to guide Izumo to where you want him to go. The markers will appear wherever you're standing when you activate Mogvice, so make sure you're standing wherever you want Izumo to go before calling it.

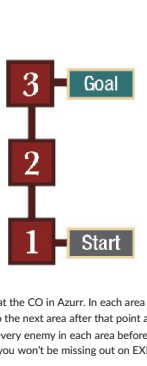
Shortly after gaining the ability to command Izumo, Azurr will send out an arachnid-like MA called Vigilante (it's just like Vajra from Chapter 3). Vigilante will plant itself near the Main Camp and begin firing on any of your allies as they approach Domain 3. Order Izumo to head to the Vigilante's position next to the Main Camp.

It will eventually make its way over to Morina. Chase it down and attack it before it can take Morina back. You only need to take out a single bar of health to get the Vigilante to run away. When it does run, it will race right back to the peak it was standing on near the Main Camp. Once the Vigilante approaches Izumo, they'll begin to fight it out. Assist Izumo in defeating the Vigilante.

After you take another bar of its health, Vigilante will leap back onto the peak. It will stay up there for a minute or so, then it will begin attacking Izumo again. Repeat this process until the Vigilante is destroyed. Just make sure not to leave Izumo alone with Vigilante; the arachnid-MA can tear Izumo apart if Izumo has to face it alone.

Help your troops push up to Azurr and wait for the energy wall to drop.

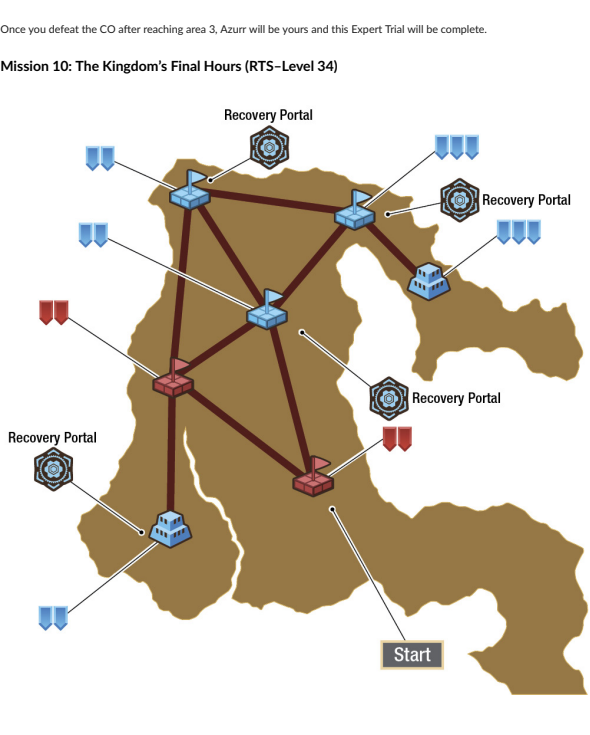
8 Invade Azurr



You'll have five minutes to chase down and defeat the CO in Azurr. In each area you enter, make a point of reaching the CO immediately and depleting his health. He'll run to the next area after that point and the timer will stop until you follow after him. You'll waste precious time trying to defeat every enemy in each area before attacking him. You'll also be required to defeat all of the enemies in the area after he leaves, so you won't be missing out on EXP or Phantoma by racing to the CO.

Once you defeat the CO after reaching area 3, Azurr will be yours and this Expert Trial will be complete.

Mission 10: The Kingdom's Final Hours (RTS—Level 34)



S-Rank Requirements

Time	Mission	Casualties
35:00	9	0

Rewards

Officer	Agito	Finis
Growth Egg	Battery Barrier	Master's Mail

S-Rank Rewards

Officer	Agito	Finis
25.0% Phoenix Pinion	25.0% Phoenix Pinion (Three)	25.0% Phoenix Pinion (Six)
25.0% Blaze Armlet	25.0% Armlet of Ifrit	25.0% Topaz Shield
25.0% Thunderbolt Armlet	25.0% Armlet of Ramuh	25.0% Ruby Shield
25.0% Arctic Armlet	25.0% Armlet of Shiva	25.0% Opal Shield

Second Break–6 Days

Moogle Classes

DFMG-202: Intermediate Defense Magic II	Defense Magic +2	—
FRMG-201: Intermediate Fire Magic I	Fire Magic +2	—
ICMG-201: Intermediate Ice Magic I	Ice Magic +2	—
LTMG-201: Intermediate Lightning Magic I	Lightning Magic +2	—
DFMG-403: Seminar—Mastery of Aegis III	Defense Magic +5	Second Playthrough
FRMG-401: Seminar—Mastery of Ignis	Fire Magic +5	Second Playthrough
ICMG-401: Seminar—Mastery of Glacies	Ice Magic +5	Second Playthrough
LTMG-401: Seminar—Mastery of Fulgur	Lightning Magic +5	Second Playthrough

Events

Location	Who	Reward	Note
Airship Landing	Hiruhata	Mega-Ether	—
Hallway	Quon	Cutscene, Magic Power +5	You will only be able to complete this Event if you have completed all of his Tasks and Events up to this point.
Classroom Zero	Tonberry	Ether	—
Classroom Zero	Deuce	Cutscene, X-Potion	—
Back Garden	Ace	Mega-Potion	—
Cemetery	Gate	Cutscene, Megalixir	—
Kazusa's Lab	Kazusa	Cutscene, Random Item	Must be done while you only have two to six hours remaining on any day; if you've been diligent in visiting Kazusa up to this point, you can wrap up his sub-quest during this Chapter.
Armory	Class Eleventh Moogle	Mega-Ether	—
Ready Room	Carla	222,000 Gil	The amount of Gil Carla gives you is dependent on how much you've given her up to this point.
Ready Room	Carla	Cutscene, Sublimation Ring	This Event only appears after doing all of Carla's Tasks and Events up to this point.
Lounge	Seven	Mega-Potion	—
Terrace	Emina	Cutscene, Random Item	You must speak with the Sorcery Researcher before she'll talk a second time; if you've been diligent in visiting Emina up to this point, you can wrap up his sub-quest during this Chapter after you finish Kazusa's sub-quest.

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give five Megalixirs to the Logistics Officer.	Stalwart Ring	—
Crystarium	Class Ninth Cadet	Take ten prisoners by defeating enemy COs in the forests of the East Nesher Region.	Ballistic Shield	Before you can venture to East Nesher, you must first undertake the "Colonel Faith's Last Stand" Expert Trial.
Crystarium	Provost	Get information about the pre-RG era.	Gold Anklet	Found in the Silent Key, which is in the Veill Desolands.
Central Command	Chancellor Chival VI	Reach the SP Rank of Commander (50,000+ SPP).	Able to wear Formal Attire.	Second or third playthrough.
Central Command	Commandant	Defeat six Sand Worms.	Diamond Bangle	—
Armory	Armory Guildmaster	Retrieve one Darksoul Swarm for the Armory Guildmaster.	Soul of Thamasa	—
Sorcery	Sorcery Researcher	Obtain one Ivory Phantoma for the Sorcery Researcher.	Crystal Shard	—
Lounge	Cadetmaster	Give 2000 SPP to the Cadetmaster.	Crystal Ball	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Shakara	Ametsuchi	Defeat ten Bombs in the Rilochy Province.	Blaze Armlet	—
Rilochy	Akari	Defeat ten Flame Flans in the Rilochy Province.	Mythril Gloves	They are more common on the plains of Rilochy.
Amiter	Otokusa	Defeat ninety-nine Lesser Lopros in the Dragon Sanctuary.	Grand Bangle	Second playthrough.
Cetme	Yatsude	Defeat twenty Imperial Troopers in Cetme.	Quake Killer	You can complete this in Akademeia's Arena.

Expert Trials

Operation Homecoming (Level 37)

Goal
2
1
Start

S-Rank Requirements

Time	Phantoma	Casualties
3:00	11-14	0

Rewards

Officer	Agito	Finis
Armory: Glacies Essentia	Armory: Arctic Armlet	Armory: Armlet of Shiva

S-Rank Rewards

Officer	Agito	Finis
37.5% Aegis Codex	37.5% Circlet	25.0% Rune Ring
25.0% Megalixir	25.0% Sentinel Emblem	25.0% Tome of Lakshmi
25.0% Auric Ring	25.0% Gold Anklet	25.0% Celestial Armlet
12.5% Mythril Ring	12.5% Rune Ring	21.9% Mage's Miter
		3.1% Ribbon

Expert Trial Requirements

This Expert Trial will only appear after completing "The Climactic Clash at Azurr" Expert Trial in your first Free Time session in Chapter 7; it will automatically be available in your second session.

After accepting the "Operation Homecoming" Expert Trial, use the Airship Landing to take a flight to the Cetme, then head through the cave in the mountains southwest of Cetme to reach the West Nesher District.

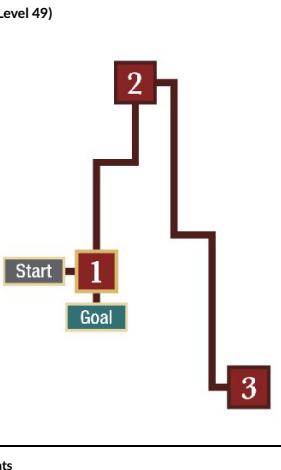
Getting the Airship

After you complete the "Operation Homecoming" Expert Trial, you'll be able to head south of the West Nesher District into the Veill Desolands. On the southern tip of the Veill Desolands is a cave named the Silent Key. Completing the Silent Key will get you access to your own personal airship. For more information, check the "Side Quests" section of this guide.

Items

Room	Item	Note
1	White Tiger	In the back of the truck on the east side of the area; you'll need to defeat the Colossus CO at the end of the area to get the truck key.
1	Strength Serum	In the back of the truck in the middle of area 1; you'll need to defeat the Colossus CO at the end of the area to get the truck key.
1	Combat Ration	In the back of the truck on the north end of the area; you'll need to defeat the Colossus CO at the end of the area to get the truck key.

Protecting the Defector (Level 49)



S-Rank Requirements

Time	Phantoma	Casualties
5:00	15-18	0

Rewards

Officer	Agito	Finis
Armory: Gold Bangle	Armory: Platinum Bracelet	Armory: Diamond Bangle

S-Rank Rewards

Officer	Agito	Finis
37.5% Shock Shield	25.0% Phoenix Pinion	25.0% Regal Armor
25.0% Sparkshield Cloak	25.0% Shock Armor	25.0% Frostshield Cloak
25.0% White Cape	25.0% Plated Armor	25.0% Star Pendant
12.5% Megalixir	12.5% Flameshield Cloak	21.9% U2-Shock Damper
	12.5% Hermes' Sandals	3.1% Ribbon

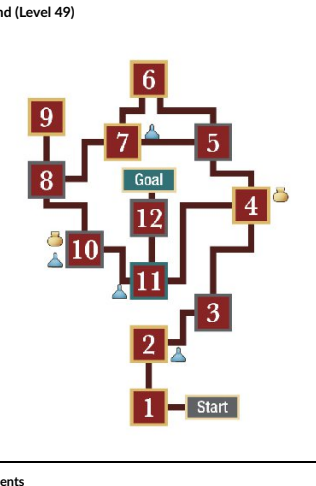
Expert Trial Requirements

This Expert Trial will only appear after completing the "Operation Homecoming" Expert Trial.

After accepting the "Protecting the Defector" Expert Trial, use the Airship Landing to take a flight to Cetme, then head through the cave in the mountains southwest of Cetme to reach the West Nesher District.

There are no red SOs or items in this Trial. You only need to reach area 3 and then head back to area 1 to finish it.

Colonel Faith's Last Stand (Level 49)



S-Rank Requirements

Time	Phantoma	Casualties
18:00	107	0

Rewards

Officer	Agito	Finis
Armory: Aegis Veritas	Armory: Warrior Ring	Armory: Aegis Magnum

S-Rank Rewards

Officer	Agito	Finis
25.0% Ballistic Shield	25.0% Crystal Ring	37.5% Regal Crown
25.0% Quake Killer	25.0% Red Beret	31.3% Gold Hairpin
25.0% Sentinel Emblem	25.0% Supple Shield	25.0% Aegis Armlet
12.5% Megalixir	25.0% Battery Barrier	3.1% Ribbon
12.5% Plated Armor		3.1% Angel Earrings

Expert Trial Requirements

This Expert Trial will only appear after completing the "Protecting the Defector" Expert Trial.

After accepting the "Colonel Faith's Last Stand" Expert Trial, use the Airship Landing to take a flight to Bazz, then head east to reach the East Nesher District. Alternatively, if Bazz is not available as a destination in the Airship Landing, you can fly to Cetme and head south to reach the West Nesher District. Head east from there to reach the East Nesher District.

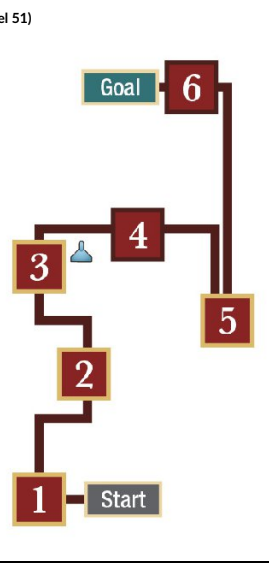
Special Orders

Room	Order	Time Limit	Effect	Reward	Note
2	Performance Evaluation: Quickly secure the area.	2:00	Haste 0:30	Megalixir	—
3	Deal 9999 damage to a Colossus in one hit using your active leader.	1:00	Aura 1:00	Ribbon	—
5	Combat Trial: Take down the freak.	2:00	Protect 1:00	[King's Weapon] Judgments	—
9	Performance Evaluation: Use the fuel tanks to defeat the enemy.	2:00	Freecast 0:30	Megalixir	You need to lure an enemy by a fuel tank and then detonate it.
12	Evasion Drill: Avoid all enemy attacks.	2:00	Trance 1:00	Ribbon	You must avoid taking damage and avoid killing the CO until the two minutes are up. Stick to his back as much as possible and you'll avoid a majority of his attacks.
After Killing the CO in Area 12					
11	Combat Trial: Annihilate the enemy in under five minutes.	5:00	Protect 1:00	Lustrous Armlet	—

Items

Room	Item	Note
4	Support Serum 75%/Strength Serum 25%	—
10	Fortified Ration	—
After Killing the CO in Area 12		
2	Knowing Tag	—
3	Support Serum 50%/Strength Serum 50%	—
8	Knowing Tag	Whether or not this item appears is completely random
7	First Aid Kit 50%/Support Serum 50%	—
6	First Aid Kit 50%/Strength Serum 50%	—

The Amiter Resistance (Level 51)



S-Rank Requirements

Time	Phantoma	Casualties
2:30	18-23	0

Rewards

Officer	Agito	Finis
Magic: Aloud	Armory: Thunderbolt Armlet	Armory: Armlet of Ramuh

S-Rank Rewards

Officer	Agito	Finis
25.0% Ignis Essentia	25.0% Stalwart Ring	34.4% Diamond Bracelet
25.0% Glacies Essentia	25.0% Red Beret	25.0% Crystal Gloves
25.0% Fulgur Essentia	25.0% Deflector	25.0% Warlock's Headdress
12.5% Megalixir	25.0% Rain Hood	12.5% Adamant Armlet
12.5% Aegis Essentia		3.1% Ribbon

Expert Trial Requirements

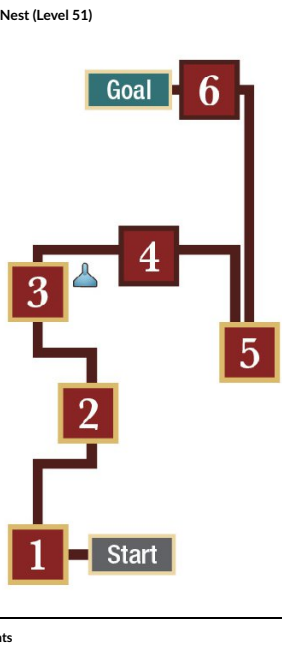
This Expert Trial will only appear after obtaining the airship from the Silent Key.

After accepting "The Amiter Resistance" Expert Trial, use the Airship Landing to board your airship. (You can also board the airship from the world map by pressing the two buttons listed on the bottom-right corner of the screen.) Then fly north of Akademeia to reach the Dragon Sanctuary. After landing in the Dragon Sanctuary, follow the waypoint on your minimap to the town of Amiter. The Trial will begin when you reach Amiter.

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
1	Performance Evaluation: Defeat the Behemoth.	3:00	Aura 0:30	Celestial Armlet	—
2	Performance Evaluation: Defeat the Snowsquatch.	3:00	Endure 0:30	Arctic Armlet	—
3	Performance Evaluation: Defeat the Wingvern.	2:00	Quick 0:30	Mythril Ring	—
4	Performance Evaluation: Defeat the Diepvern.	3:00	Protect 0:30	Magic: Death	—
5	Performance Evaluation: Defeat the Skyvern.	2:00	Trance 0:30	Blaze Armlet	—

Dominating the Dragon's Nest (Level 51)



S-Rank Requirements

Time	Phantoma	Casualties
30:00	135	0

Rewards

Officer	Agito	Finis
Eidolon: Diablos' Astaroth Form	Armory: Diamond Shield	Magic: Holy

S-Rank Rewards

Officer	Agito	Finis
25.0% Ignis Veritas	37.5% Mythril Bracelet	37.5% Gold Hairpin
25.0% Glacies Veritas	25.0% H5-Shock Absorber	25.0% Crystal Bracelet
25.0% Fulgur Veritas	25.0% Lunar Armlet	25.0% Soul of Thamasa
12.5% Megalixir	12.5% Waterproof Mask	9.4% Regal Crown
12.5% Aegis Veritas		3.1% Ribbon

After accepting "Dominating the Dragon's Nest" Expert Trial, use the Airship Landing to board your airship. (You can also board the airship from the world map by pressing the two buttons listed on the bottom-right corner of the screen.) Then fly north of Akademeia to reach the Dragon Sanctuary. After landing in the Dragon Sanctuary, follow the waypoint on your minimap to the Dragon's Nest. The Expert Trial will begin when you reach the Dragon's Nest.

Expert Trial Requirements

This Expert Trial will only appear after completing "The Amiter Resistance" Expert Trial.

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
55	Performance Evaluation: Slay all the dragons.	5:00	Aura 0:30	Hypno Crown	—

Items

Room	Item	Note
3	Argentum Medica 50%/Aurum Medica 50%	—
7	Argentum Medica 50%/Aurum Medica 50%	—
16	Aurum Medica	—
23	Aurum Medica	—
29	Draco Medica	—
37	Aurum Medica	—
44	Aurum Medica	—
50	Aurum Medica	—
53	Draco Medica	—

Strategy

This tower is massive, but don't let that get to you; it's actually a good bit simpler than you might think. You can run through most of the rooms in the tower without having to fight a single enemy. The only things you really need to watch out for are the rooms with particles floating around in the air. These have pretty terrible effects on your party that you're going to want to avoid as much as possible. Red particles in a room mean a rapid health drain. Purple particles mean you'll be poisoned while you're in that room, which will drain your health, but much slower than red rooms. Green particle rooms are MP draining rooms.

The tower has its twists and turns, but it can't outsmart the waypoint on your minimap. Following the waypoint will always guide you to the rooms you need to go to next in order to reach the next floor of the tower. Always follow the waypoint to avoid losing your way.

You'll find a Dragon's Egg at the top of the tower, which will serve as this Expert Trial's boss. There isn't much to say about the fight, because the Dragon's Egg is completely stationary and its only defense mechanism is calling other dragons into the room to fight you. The Egg also has a massive amount of defense, so destroying it is going to take quite some time. Try to ignore the dragons that the Egg summons, instead focusing all of your energy on destroying the Egg itself. The dragons are little more than pesky, and trying to fight them as they enter the room is an exercise in futility. Just keep fighting the Egg until it's destroyed and you'll have this Expert Trial in the bag.

Mission 11: Capturing the Imperial Capital (Level 36)

S-Rank Requirements

Time	Mission	Casualties
1:00	0	0

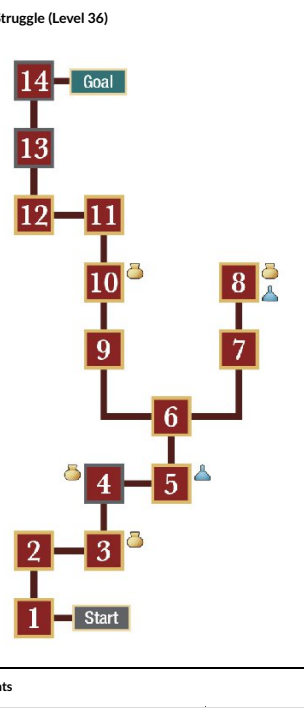
Rewards

Officer	Agito	Finis
Magic: Fire BOM-II, Luminous Robe	Armory: Stabproof Shield	Armory: U2-Shock Damper

S-Rank Rewards

Officer	Agito	Finis
25.0% Crystal Ball	37.5% Mythril Bracelet	25.0% Warlock's Headdress
25.0% Shock Shield	25.0% Tiara	25.0% Opal Shield
18.8% Gold Bangle	25.0% Armlet of Ramuh	25.0% Gold Hairpin
18.8% Mythril Ring	12.5% Crystal Gloves	21.9% Supple Shield
12.4% Megalixir		3.1% Ribbon

Mission 11.5: Machina's Struggle (Level 36)



S-Rank Requirements

Time	Phantoma	Casualties
15:00	20	0

Rewards

Officer	Agito	Finis
Magic: Thunder BOM-II, Auric Hourglass	Armory: Gemini Ring	Armory: Dreadnaughts

S-Rank Rewards

Officer	Agito	Finis
21.7% Aegis Essentia	37.4% Warrior Ring	25.0% Grand Bangle
18.8% Argentic Hourglass	18.8% Platinum Bracelet	25.0% Aegis Divinum
18.8% Combat Apparatus	18.8% Circlet	25.0% Celestial Armlet
18.8% Interceptor	12.5% Auric Hourglass (Two)	15.6% Mythril Bracelet
12.5% Megalixir	12.5% Diamond Bangle	6.3% Auric Hourglass (Five)
6.3% Crystal Gloves		3.1% Ribbon
3.1% Auric Hourglass		

Special Orders

Room	Order	Time Limit	Effect	Reward	Note
2	The Crystal wills you to annihilate the dominion soldiers.	3:00	Aura 0:30	Red Beret	—
4	The Crystal wills you to take down Golem.	3:00	Aura 0:30	Eidolon: Golem's Titan Form	—
6	The Crystal wills you to slay Adad.	3:00	Protect 0:30	[Machina's Weapon] Twin Lævateinns	—
8	The Crystal wills you to harvest Phantoma.	1:00	Invisible 0:30	Interceptor	—
13	The Crystal wills you to take down Golem without taking more than 2000 damage.	5:00	Endure 1:00	Aegis Divinum	—

Items

Room	Item	Note
3	Support Serum	—
4	First Aid Kit 50%/Support Serum 50%	—
6	Knowing Tag	—
6	Knowing Tag	—
6	Knowing Tag	—
8	Support Serum	—
8	Support Serum	—
10	Support Serum	—

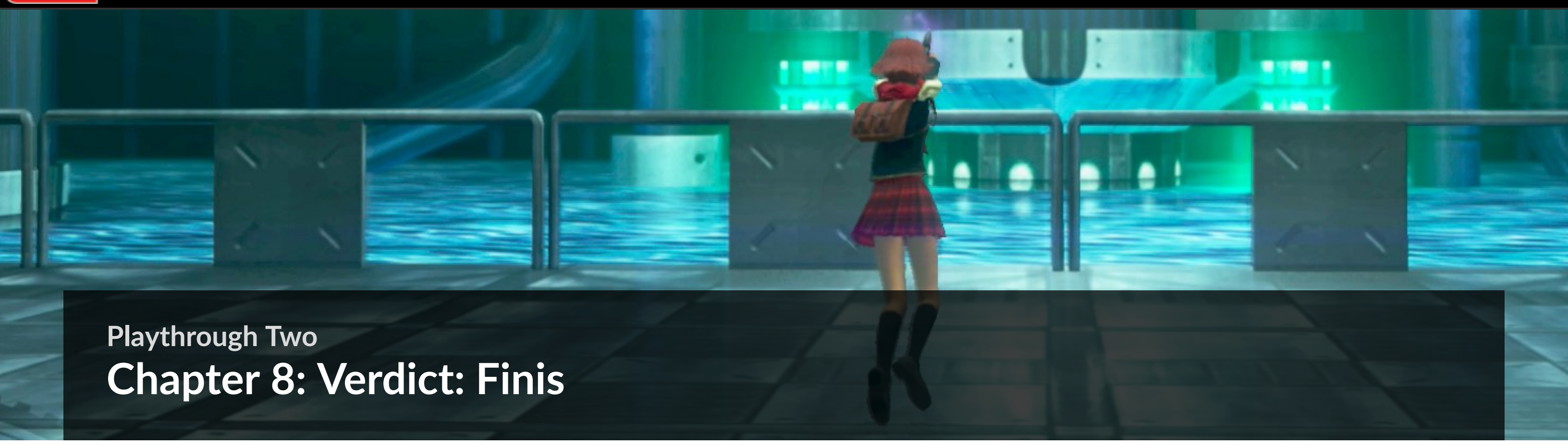
Strategy

You'll only be able to play as Machina in this Mission, and you won't have any choice but to complete the SO-like "Crystal's Focus" challenges that pop up. The rules of SOs still apply: accept and complete the challenge or die. Luckily, not only is Machina incredibly powerful during this Mission, the Crystal's Focus challenges are rather simple. Machina will also have the Haste buff cast on him for the entirety of the Mission, making Machina that much more deadly.

At the end of the Mission, you'll have to face Gilgamesh one-on-one. He's much more predictable than when you met him on the Big Bridge. You can still only damage him with Breaksight strikes, but those appear after just about every attack Gilgamesh does. We should mention that his Breaksight won't appear on the first attack he performs after being staggered from a previous Breaksight strike, so always stay far away from his first attack after recovering.

Playthrough Two

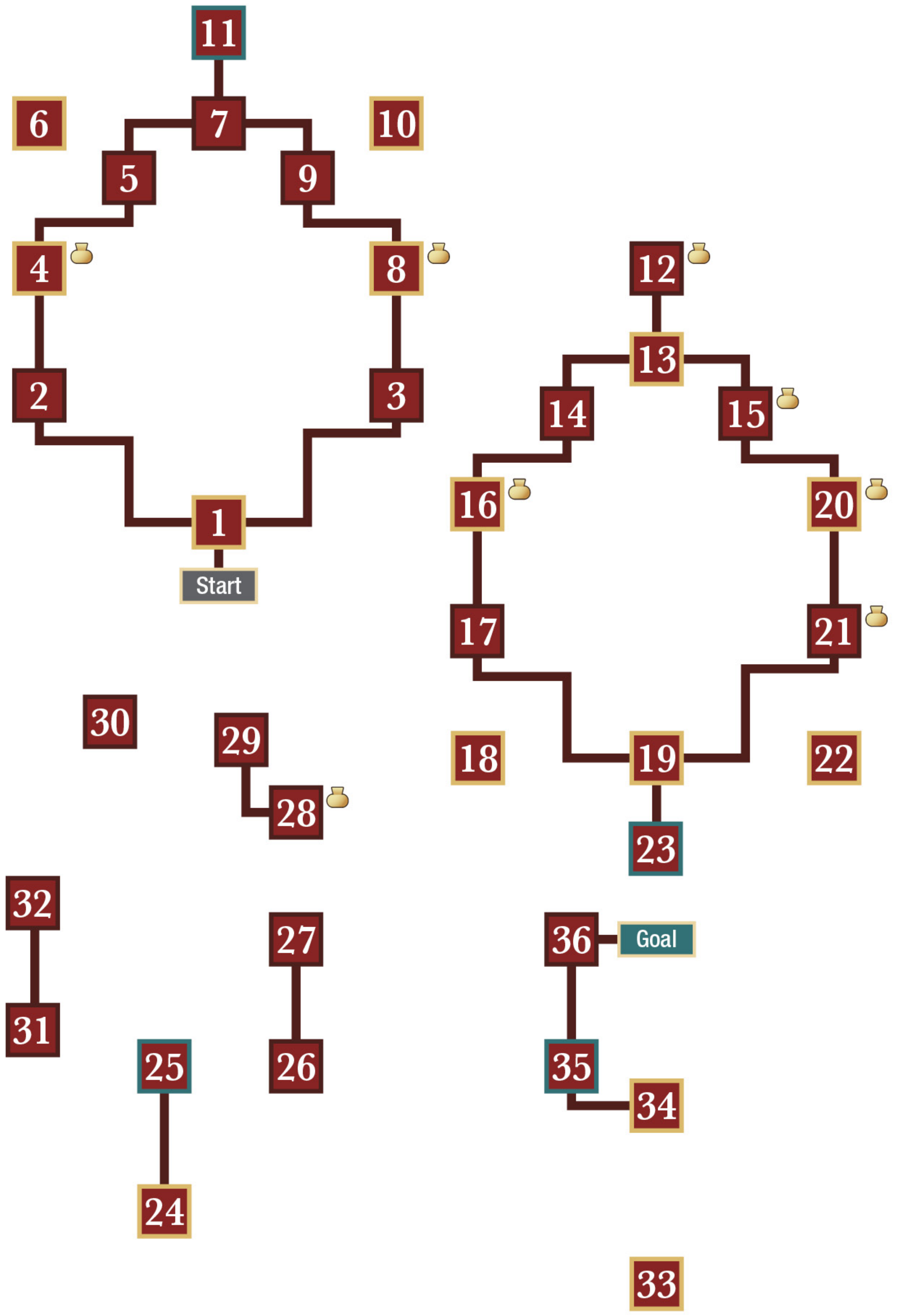
This Mission is accessed by selecting "Check in with Machina" when you speak with the Dominion Tribune at the Airship Landing at the end of your second break in Chapter 7.



Playthrough Two

Chapter 8: Verdict: Finis

Invasion of the Rursus


11
6
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16
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Start
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21
30
29
18
19
22
28
23
32
27
36
Goal
31
25
26
35
34
24
33

S-Rank Requirements		
Time	Phantoma	Casualties
45:00	68	23-24

Rewards		
Officer	Agito	Finis
Armory: Platinum Gloves, Auric Hourglass (Three), "Chapter of Truth" unlocked in the Rubicus (first playthrough only), "Rise from the Ashes" unlocked in the Rubicus	Black Cowl	Elementalist Ring

S-Rank Rewards		
Officer	Agito	Finis
50.0% Red Beret	50.0% Mage's Miter	50.0% Warlock's Headdress
12.5% Megalixir	16.7% Glacies Magnum	16.7% Glacies Magnum
12.5% Glacies Magnum	16.7% Fulgur Magnum	16.7% Fulgur Magnum
12.5% Fulgur Magnum	16.7% Ignis Magnum	16.7% Ignis Magnum
12.5% Ignis Magnum		

Walkthrough

Introduction

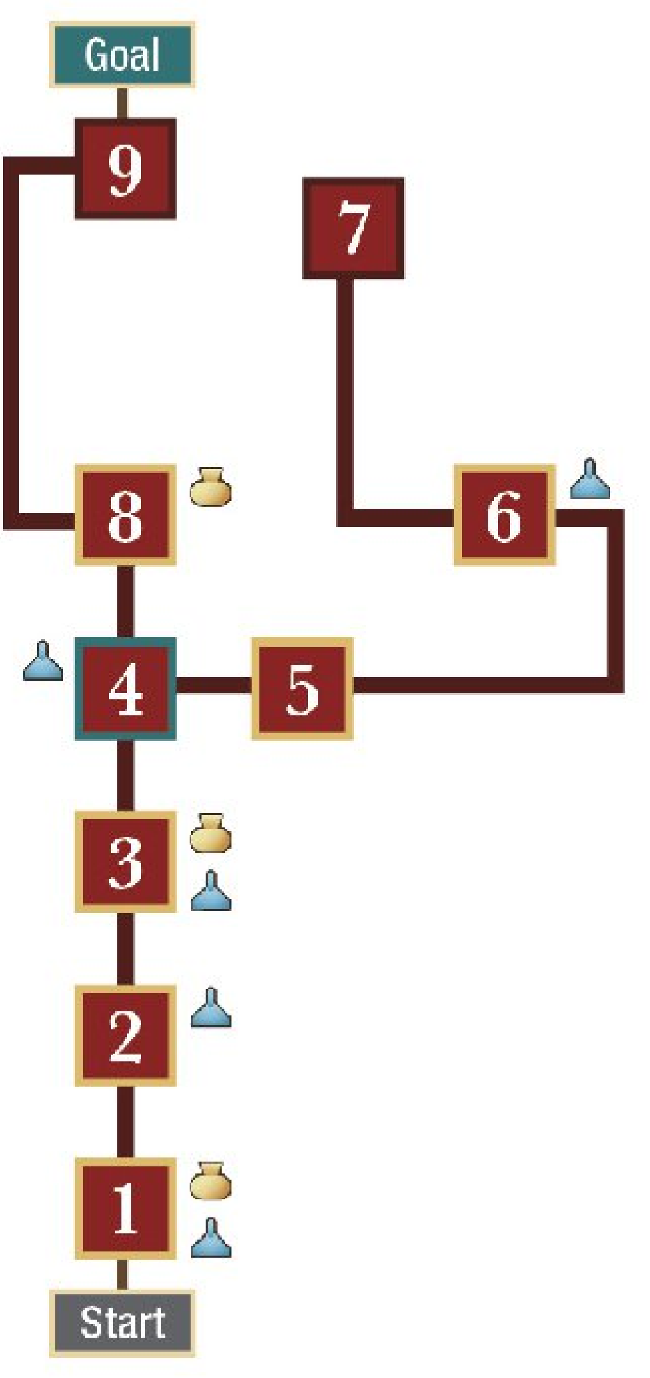
This section of the guide covers all of the story missions in Final Fantasy Type-0 HD. We'll point out the best time to do the optional content, like Tasks, Events, and Trials. We'll also cover the optional dungeons, like Agito Tower, and all the content in the second and third playthroughs.

There are a few things to note about the way we format this section. Whenever you're on a mission we will list the individual rooms, what items can be found in them, and what the Special Order for that room is. We will list all of the rooms in a given area on labeled map images and number them with the route we want you to take through the mission. We'll point out items as they pop up while you're on a mission, so you can get everything you need to stay ahead of the curve.

In between missions you'll have free time to do optional content. We have a list of everything that can be done during free time at the start of the free time section, and then we cover what optional content you should do to best prepare for your next mission in greater detail deeper in that section of the guide. The goal is to minimize any grinding you might have to do to prepare for the next mission and also load you up with the best gear and items to make the upcoming mission that much easier.

With all of that out of the way, let's get started with the game!

Taking Back Akademeia



S-Rank Requirements		
Time	Phantoma	Casualties
08:00	40	0

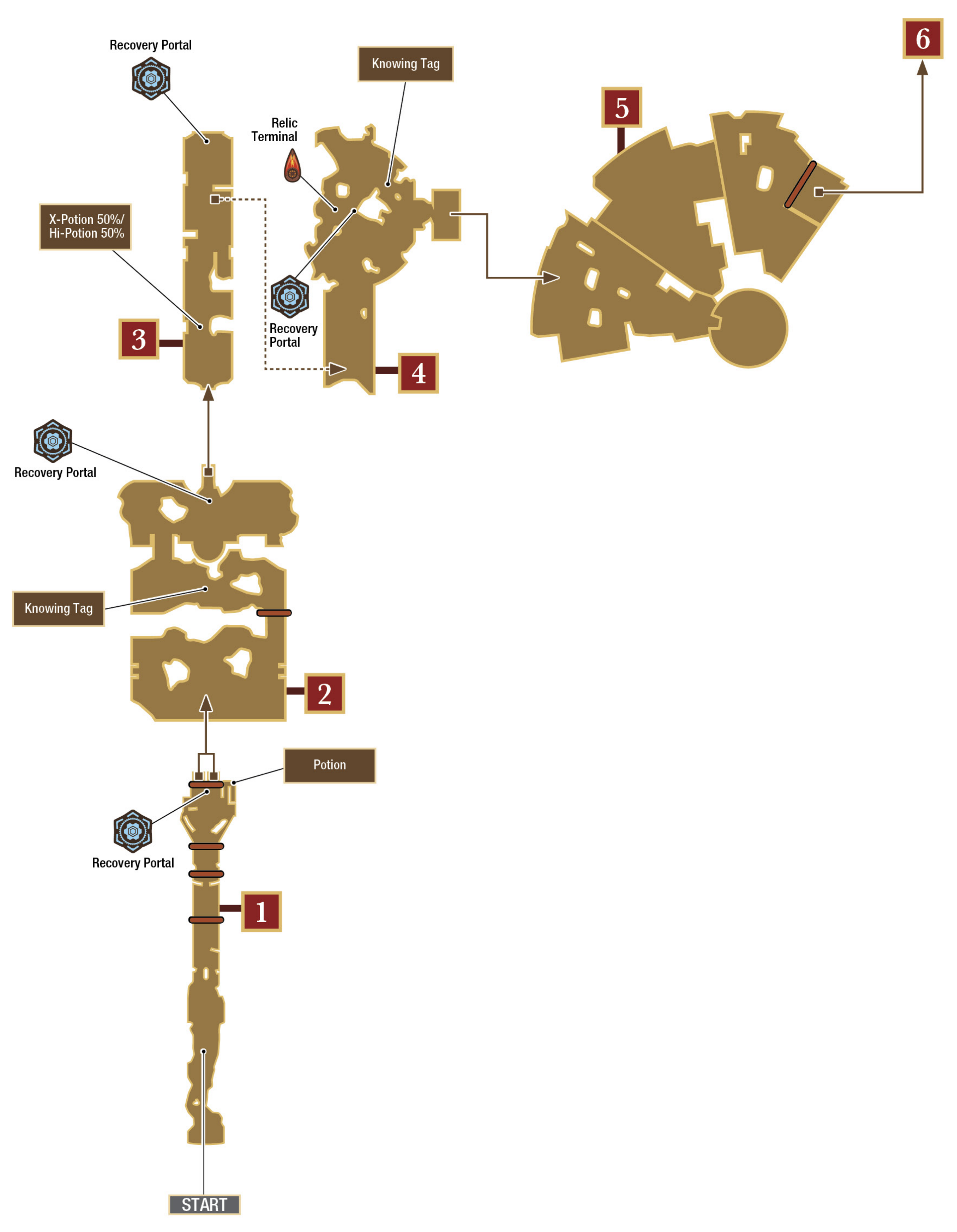
Last-Minute Cramming

We suggest allowing the tutorial to play at the start of the game. It's very brief and it teaches you what buttons do what while you complete the mission.

1 The Vermilion Bird Gate

Head straight toward the gates and they'll open automatically. Defeat the Imperial Troopers as they appear while making your way to the top of the stairs. Once you defeat the Commanding Officer at the top of the stairs, use the Recovery Portal before leaving the area.

Before proceeding through to the next area, head up the flight of stairs to the right of the door leading out of the Vermilion Bird Gate to find a Potion on the ground.



2 The Terraced Square

Once you've defeated the three Imperial Troopers in this room (two in front of you and one in front of the stairs on the right), a giant monster shrouded in smoke appears. Lock On to the monster and evade its fireballs. You can use Ace's Wall to give yourself some added protection. The monster will disappear after a minute or two, so attacking isn't necessary.

In the center of the room is a Knowing Tag. Once you've grabbed that, head to the north side of the room to find a Recovery Portal and a locked door. Use the panel directly in front of the door to open it and move to the next area.

3 Tasuki Bridge

Grab the Hi- or X-Potion off the ground near the barricade in front of you and head across the bridge. Use Ace to take out the two Troopers in front of you and the two on each side of the bridge. Make sure to dodge a lot to avoid getting shot by the Troopers on the sides of the bridge.

4 Rubrum Square (Safe Zone)

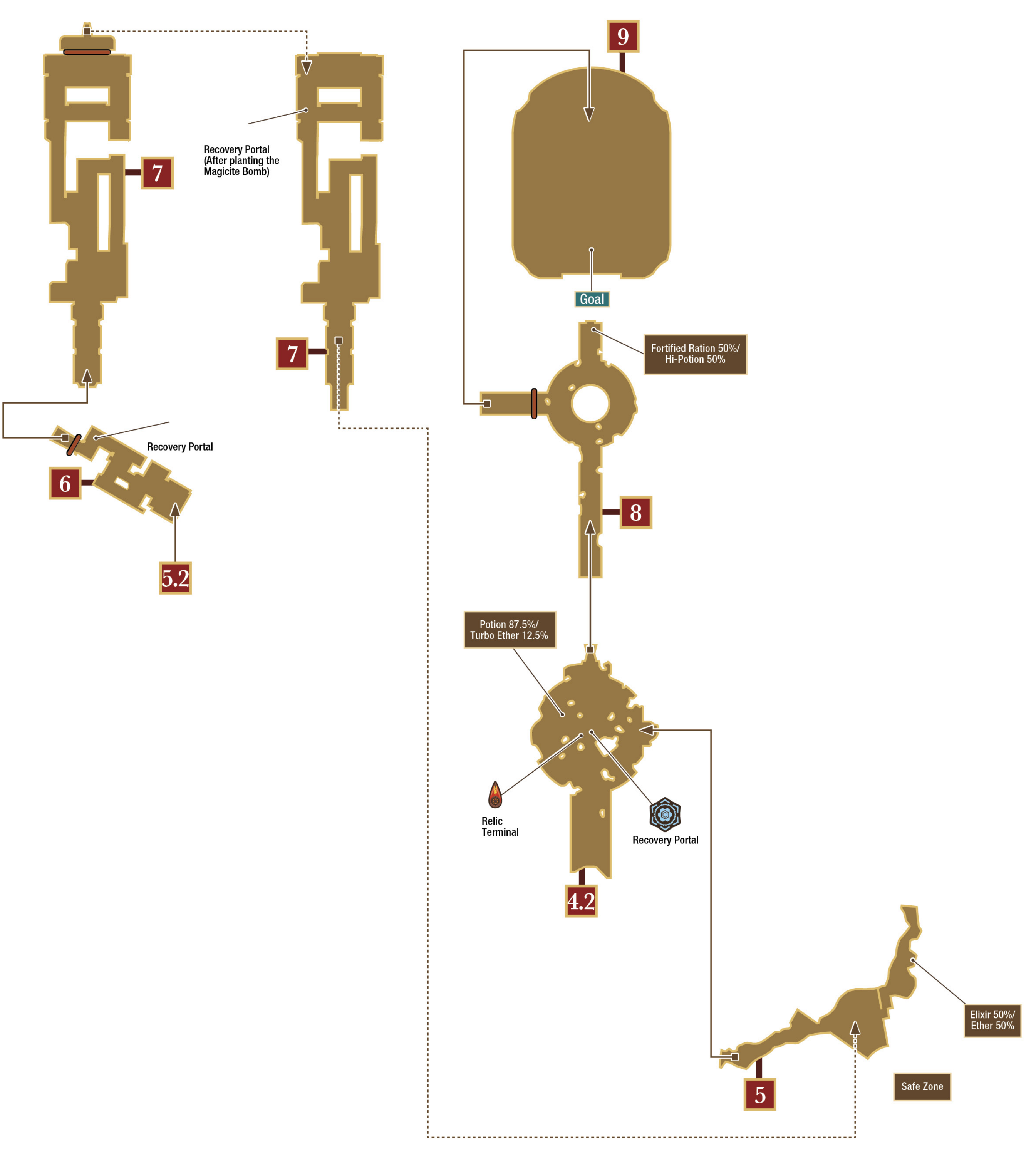
In the center of Rubrum Square is a Relic Terminal where you can save, and another Recovery Portal. Save your game whenever you get the chance, but hold off on upgrading your characters for now. When you're finished with your business in Rubrum Square, head through the passage on the east side of the area to enter the Airship Landing.

5 Airship Landing

After entering the area, head toward the panel on the east side of the room while defeating the nearby Troopers. Activate the panel to raise a platform that will create a bridge to the northeast side of the room. A CO in a giant, Magitek Armor called a Nymurod will be standing in front of the lift leading to the next area. Defeat the walker with Ace by staying a few feet away from it. Staying near the Nymurod will cause it to leap into the air frequently, but will also help you avoid the jumps. Stay to its sides to avoid being shot by its front-facing machine guns.

Once you're finished in this area, walk onto the lift behind where the CO's Nymurod was standing to be taken up to the Imperial Flagship.

N
Lance
Jump
Fire RF
Block
NINE Level 8
HP 447
MP 159
QUEEN
ACE
5


Recovery Portal (After planting the Magicite Bomb)
7
7
9
Goal
Fortified Ration 50%/ Hi-Potion 50%
Recovery Portal
6
8
5.2
Potion 87.5%/ Turbo Ether 12.5%
Relic Terminal
Recovery Portal
4.2
Elixir 50%/ Ether 50%
5
Safe Zone

6 Imperial Flagship

While the lift is climbing to the Imperial Flagship, two Imperial Troopers drop down onto it from above. Once the lift reaches the Flagship, you find three more Troopers, all hiding behind a barricade. Switch to Ace and use Blizzard BOM while standing next to the barricade to knock it out in one hit. There is also a RPG-155 Gunner in a balcony directly to the right of where the barricades were. Use Ace's normal attack to take him out, then head for the next area.

7 Main Deck

There will be four more Imperial Troopers, two of which are hiding behind more barricades. Use Blizzard BOM to destroy them and defeat all four Troopers in the area. Head to the north side of the room to find another CO, a couple of Troopers, and several more RPG-155 Gunners on the balconies on either side of the CO.

Once you've cleared the area of enemies, the northern door opens and the Flagship's core is exposed. Approach the core and plant a Magicite Bomb. Head to the south exit of the room. When you reach the south exit, more Troopers and another CO appear. The CO is piloting Magitek Armor and will try to hip-check you with it if you get too close. Charge up Queen's Thunder SHG or use Ace's Blizzard BOM to quickly defeat the CO. Fire slowly moves toward you from the north side of the room, so you'll need to defeat the CO quickly. Once he has been defeated, you'll be escorted back to [5] The Airship Landing.

5.2 Airship Landing (Destroyed)

Heading straight will take you back to Rubrum Square, but you won't be able to come back to the Airship Landing. Before you go, if you take a right from where you landed and head up the rubble on the north side of the room, you'll find an Elixir or Ether. Once you've grabbed the item, head down the broken path to reach Rubrum Square.

4.2 Rubrum Square Revisited

If you head past the Relic Terminal to the large puddle of blood where Bahamut was lying, you'll find a Potion. This is a good time to upgrade your party's skills, but you are also free to save your AP for later. Use the "Class Zero" section of the guide to get suggestions on how to upgrade your party.

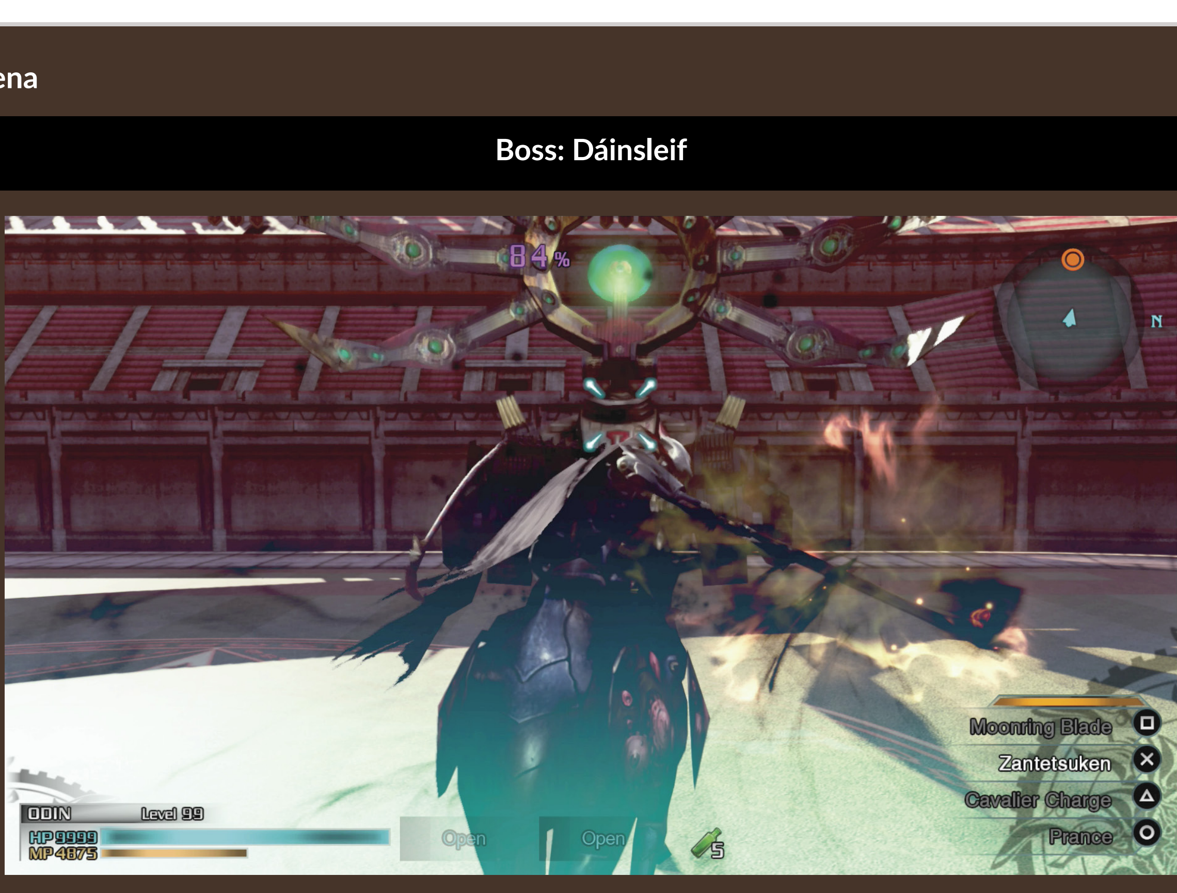
Once you're ready, head to the north side of the area to enter the Fountain Courtyard.

8 Fountain Courtyard

In the center of the courtyard are two more Nymurods. Once you've dealt with the Nymurods, you can head up the flight of stairs to the north and grab either a Hi-Potion or a Fortified Ration—an item that will restore 50% of its user's health and give them the Aura buff, which allows whoever has it to do double physical damage for a short period of time. Equip this item before moving on to the next area.

9 Arena

Boss: Dáinsleif



The Dáinsleif isn't particularly fast, and Odin is more than capable of dealing with it. Just keep in mind that Odin isn't invincible, and if you leave him to take too much damage before defeating the boss you'll lose the fight. The fastest way to defeat the Dáinsleif is to charge up Odin's Zantetsuken ability. As you hold the button assigned to this attack, a percentage appears above Odin's head. When that percentage reaches 100, move toward the Dáinsleif and release the button to perform the attack. Zantetsuken is Odin's ultimate attack. It can kill anything—god or beast—in a single hit. Or at least it's supposed to be able to.

Unfortunately, Zantetsuken will only destroy the Dáinsleif's treads, disabling its ability to roll around the Arena. All is not lost, however: the Dáinsleif is mostly immobile and will only attack by using satellite strikes, which are easily dodged so long as you keep dodging. Whenever it begins attacking with the satellite strikes, it fires a total of four before taking a breather.

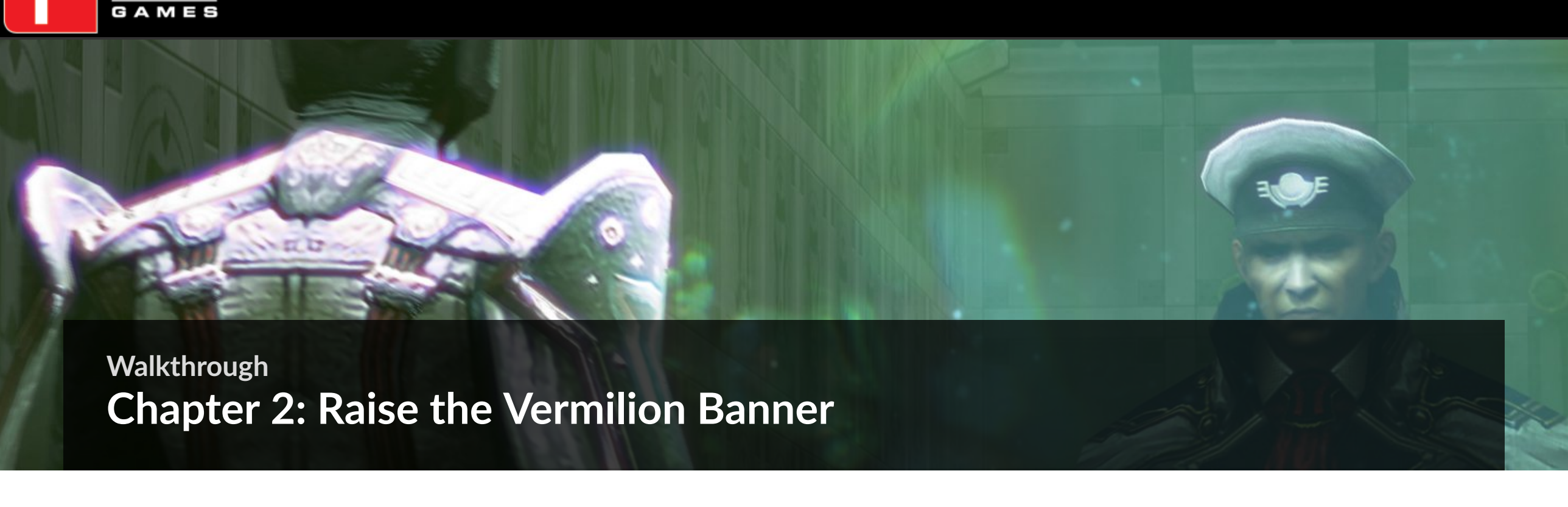
N
Level ??? Dáinsleif
Katana
Reflex
Fire RF
Block
JACK Level 9
HP 374
MP 192
SEVEN
ACE
5

For this leg of the fight, we suggest using Jack. His damage output will make this fight easy and his dodge nearly warps him as fast as Ace's does. This means he can dodge out of the satellite strikes over to the other side of the Dáinsleif's head, strike, and then dodge out of the way again, avoiding all four of the strikes with ease. Just don't wait too long to move, as his dodge does have a bit of a wind-up.

After a dozen or so attacks, the Dáinsleif will be finished.

Mission Accomplished

After your fight with the Dáinsleif, you'll be transported back to the Fountain Courtyard where your fellow cadets are tending to their wounds. Head through the northern door to complete the mission.



Walkthrough

Chapter 2: Raise the Vermilion Banner

Events, Tasks, and Expert Trials (First Break—6 Hours)

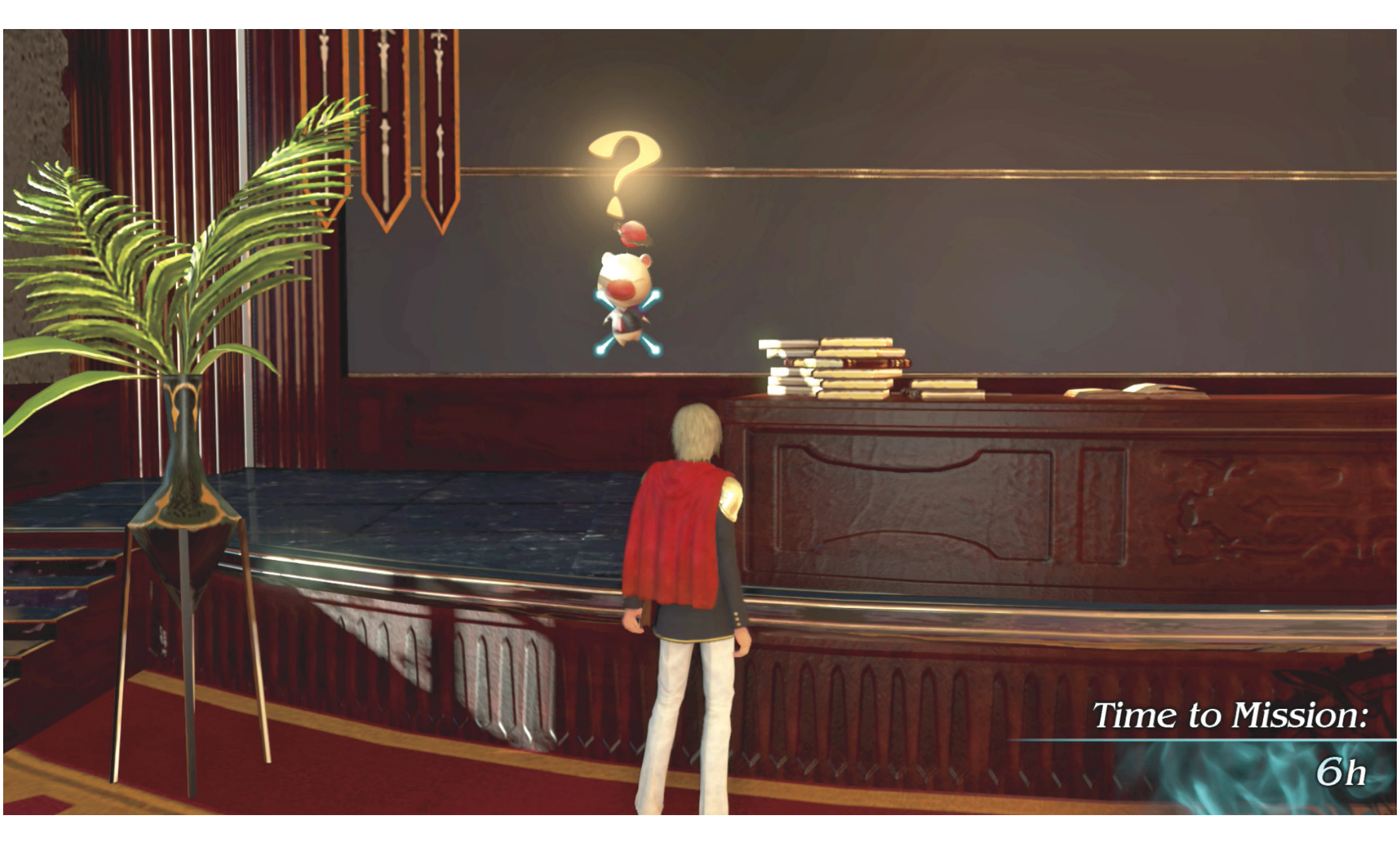
Events

Location	Who	Reward	Note
Terrace	Machina/Rem	Cutscene and a Hi-Potion	—
Cemetery	Machina/Rem	Cutscene and an X-Potion	Must be either Machina or Rem
Sorcery	Dr. Al-Rashia	Hi-Potion	—

Orientation

Welcome to your first day of school at Akademeia. This is the place where you will spend most of your time between Missions. There is a lot to do here, but we'll get to that momentarily. First, head straight toward the newly restored fountain. Before you can actually reach the fountain, a fellow cadet named Aki will stop you and tell you to head to Class Zero's homeroom. You can check where Classroom Zero is located by pressing either the Menu button on an Xbox One controller or Options on a PS4 controller to bring up the Info screen. While in Akademeia, or during a Mission, you'll find a map of your location on the right side of the Info screen at all times. The flashing symbol on the map always points you to your next objective while in the school. While on a Mission, there will be no symbol, but the area you're supposed to head toward will have a flashing circle around it.

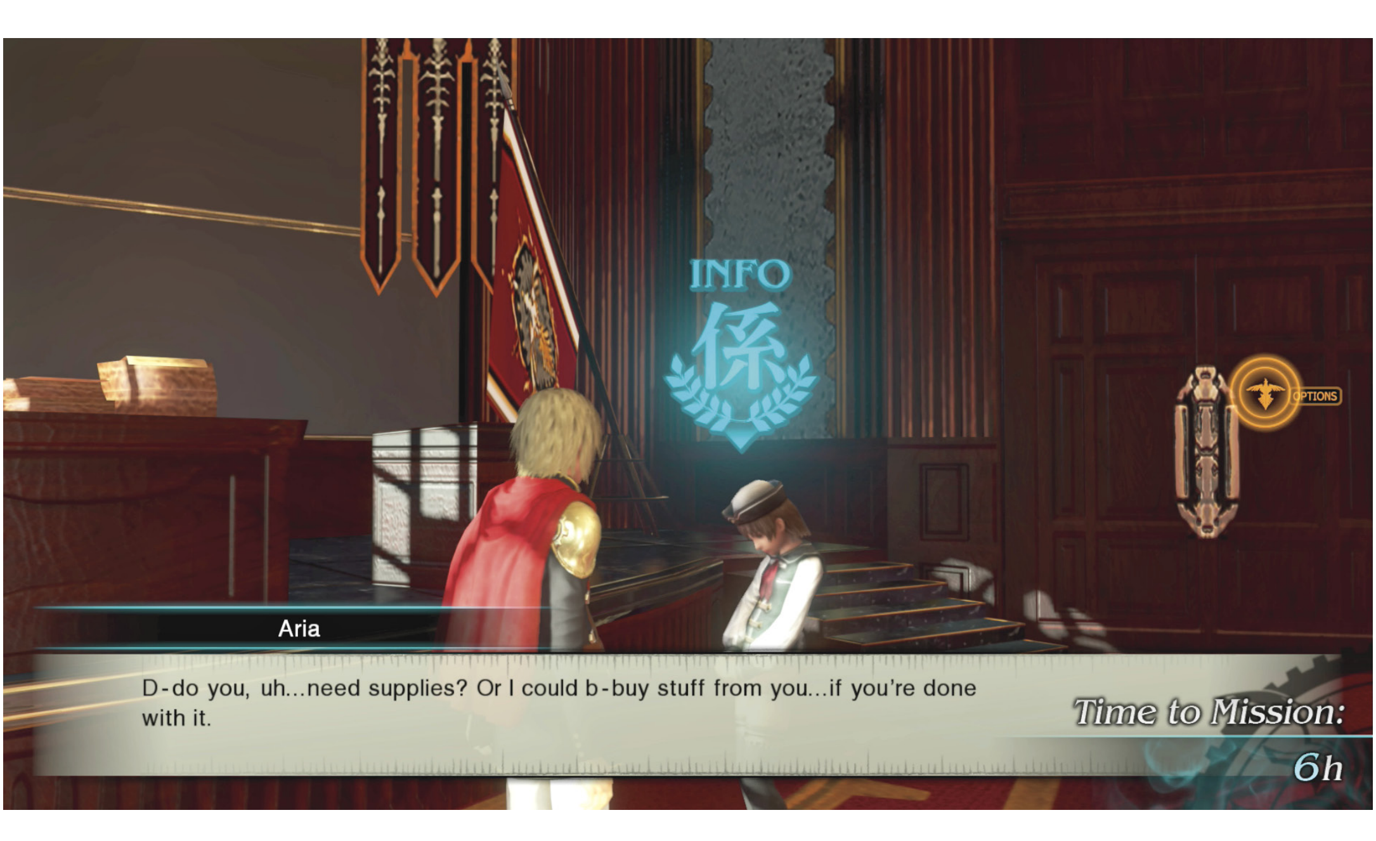
There isn't much you can do in the school at the moment, so proceed toward Classroom Zero for now. Head to the north side of the area and through the door to reach the Entrance. From here, go through the door at the end of the left hall to reach the Hallway. On your way through the Hallway, Class Zero's "Mother" Dr. Al-Rashia will stop you. Once she's finished with her conversation, head through the door at the end of the Hallway to enter Classroom Zero.



Once in Classroom Zero, head to the front of the room to start a cutscene. After the cutscene talk to the floating, white creature with a question mark above its head. This is Class Zero's personal Moogle, Moglin—a creature that will teach you lessons whenever Kurasame isn't around. Moglin won't have anything to teach you at the moment, but we'll make sure to let you know when it does.

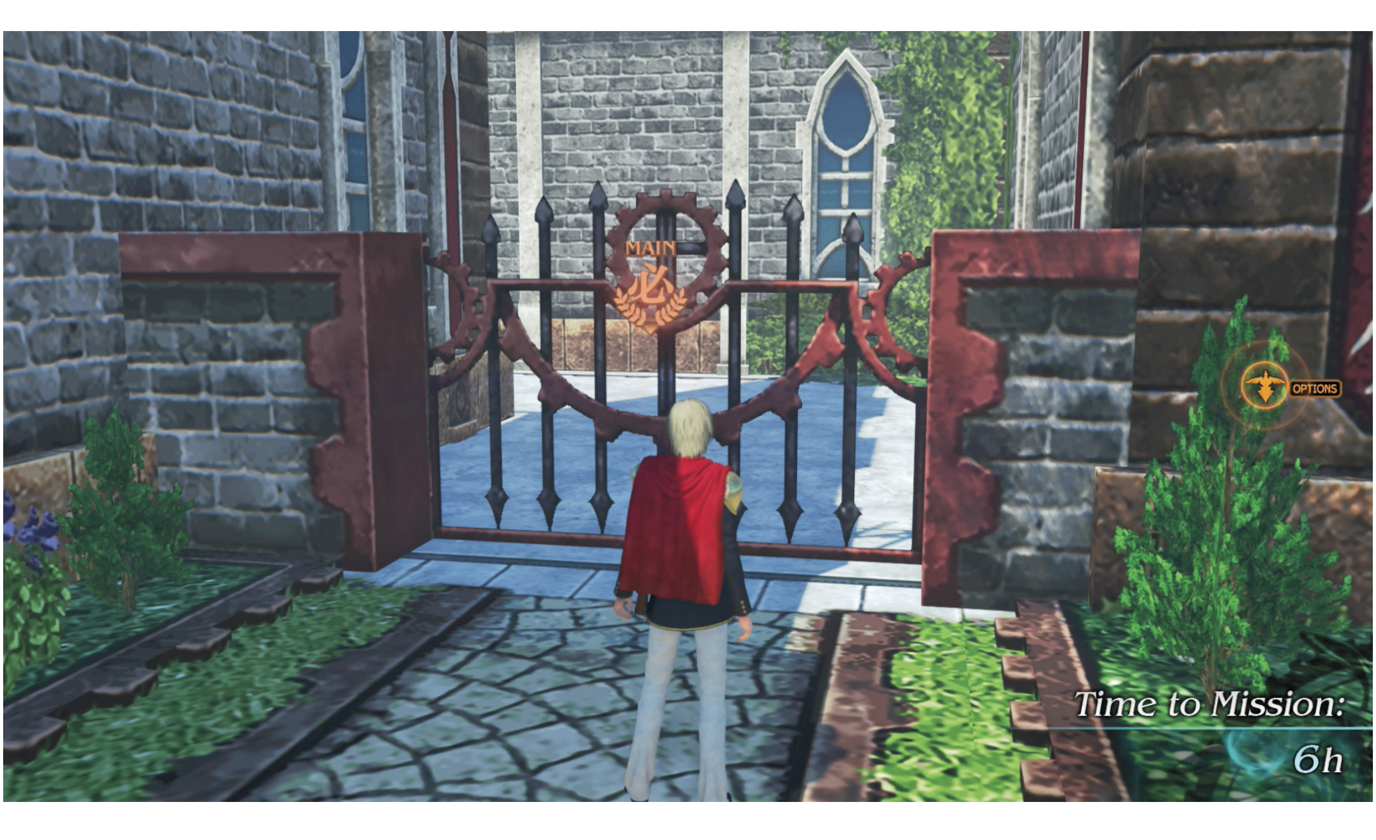
Moglin instructs you to head to the Cemetery, which you can reach by heading through the door on the right side of the room. Before you go, stop and speak with the girl with the INFO icon above her head. Her name is Aria, and she serves as Class Zero's personal Orderly, providing items for sale. She doesn't have much to sell now, but you can purchase Potions and Ethers from her if you'd like. We suggest you buy at least 10-20 Potions; healing items are invaluable for battle, as they don't take any Magic Points (MP) and don't have a charge period before you can use them like Cure magic does.

Once you've finished your business with Aria, head through the door to her left to reach the Back Garden. This tranquil little yard is where most Class Zero members tend to spend their off hours. There isn't much to do now, so head to the end of the Back Garden and hit the Action button on the metal gate.



Aria

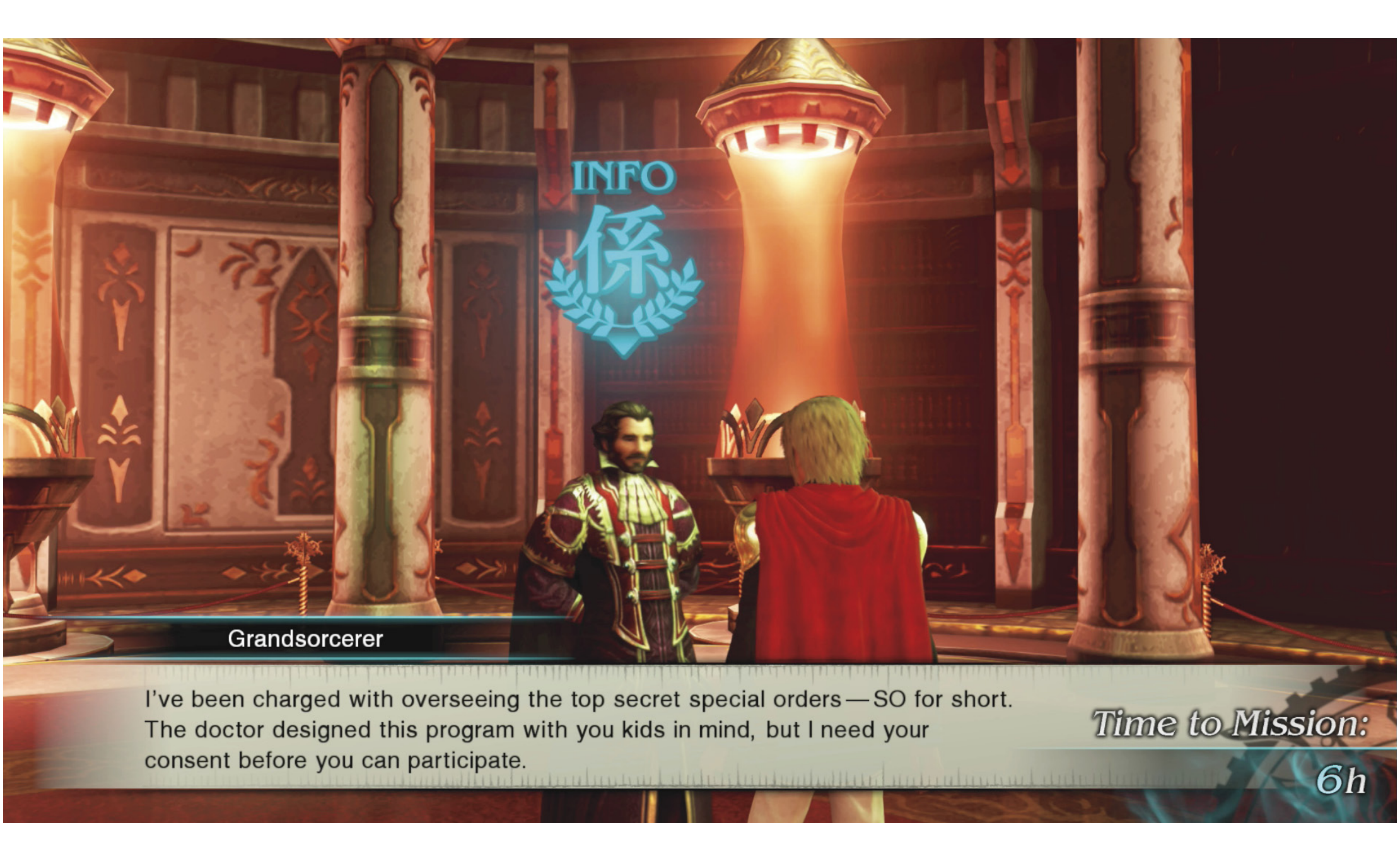
D-do you, uh...need supplies? Or I could b-buy stuff from you...if you're done with it.



Free Time in Akademeia

Once the cutscene in the Cemetery completes, a question mark appears above the Cemetery gate. Pressing the Action button to inspect the gate will notify you that you should bring either Rem or Machina to inspect the gate. Ignore that for now and instead head back to Classroom Zero.

Moglin goes over some of the details regarding spending free time (that is, time in between Missions) in Akademeia. Moglin only covers a small part of life as a Class Zero cadet, so we'll explain the rest of the details for you.



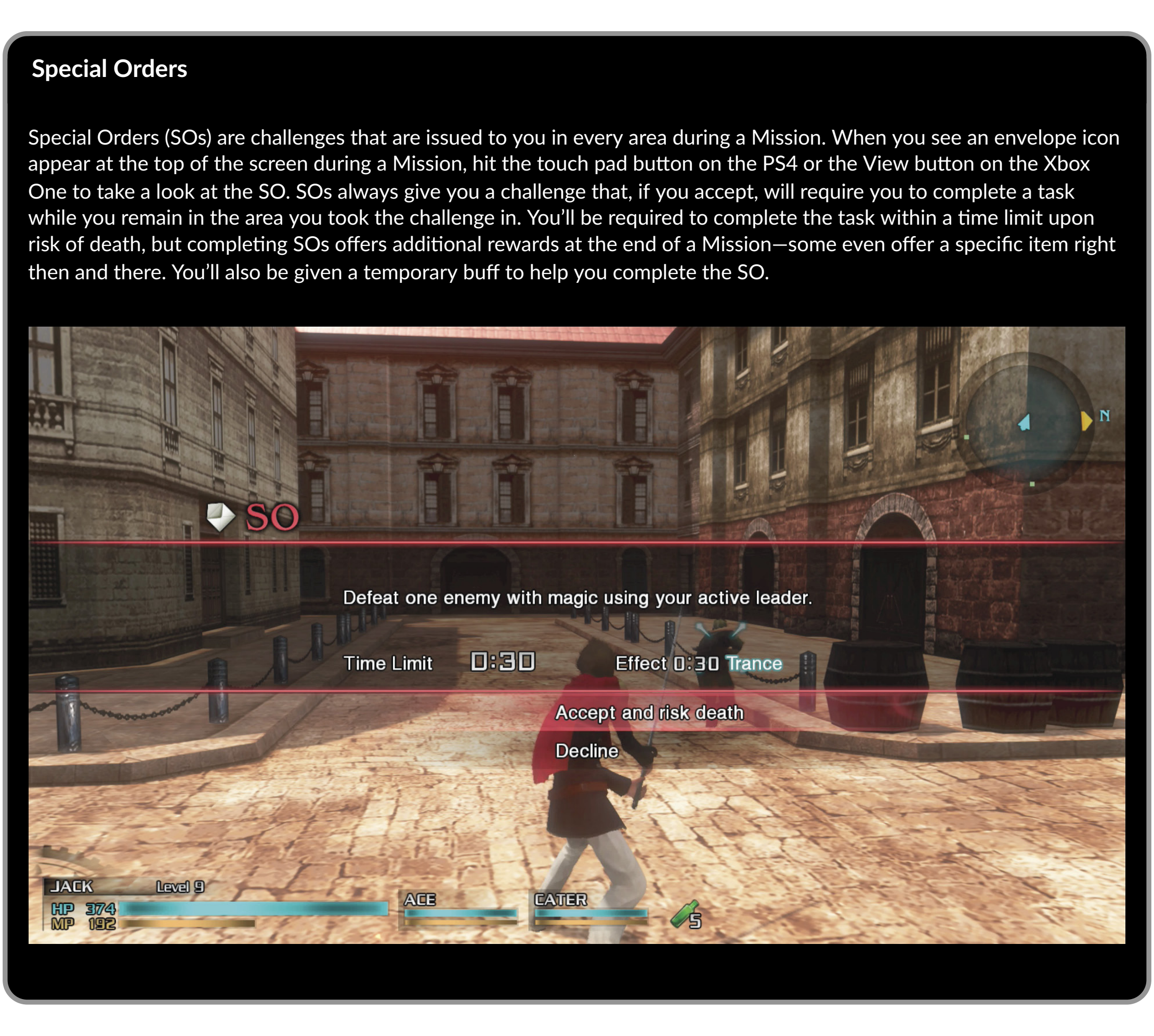
Grandsorcerer

I've been charged with overseeing the top secret special orders—SO for short. The doctor designed this program with you kids in mind, but I need your consent before you can participate.

Head to the great portal in the center of the Entrance, just outside of the Hallway leading to Classroom Zero. Head to the Sorcery room and talk to the man with the INFO icon above his head. Tell him to allow SOs.

Special Orders

Special Orders (SOs) are challenges that are issued to you in every area during a Mission. When you see an envelope icon appear at the top of the screen during a Mission, hit the touch pad button on the PS4 or the View button on the Xbox One to take a look at the SO. SOs always give you a challenge that, if you accept, will require you to complete a task while you remain in the area you took the challenge in. You'll be required to complete the task within a time limit upon risk of death, but completing SOs offers additional rewards at the end of a Mission—some even offer a specific item right then and there. You'll also be given a temporary buff to help you complete the SO.



SO

Defeat one enemy with magic using your active leader.

Time Limit 0:30 Effect 0:30 Trance

Accept and risk death

Decline

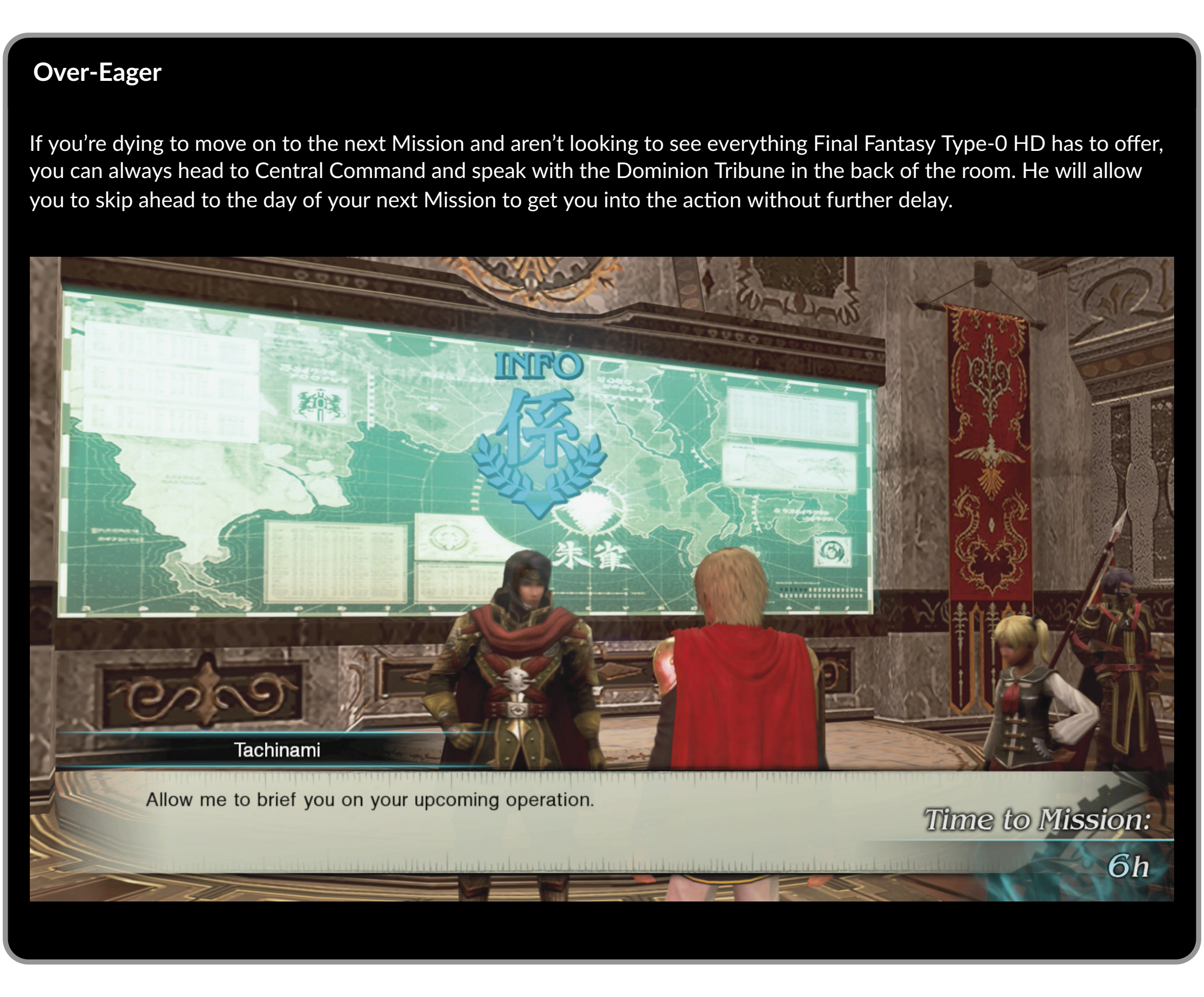
Level 9

Time

Every time you are given free time after a Mission, you'll be given a time limit. During this first break period you'll only have a scant six hours to explore Akademeia's halls and try out some of the Events. Time doesn't tick down by normal means in Final Fantasy Type-0 HD. Instead it ticks down every time you take part in an Event, leave Akademeia outside of a Mission, or take on an Expert Trial. (We'll talk more about Expert Trials later.) Leaving Akademeia takes up six hours, while taking part in an Event only takes two. Completing an Expert Trial takes twelve hours, which constitutes a full day in Final Fantasy Type-0 HD.

Over-Eager

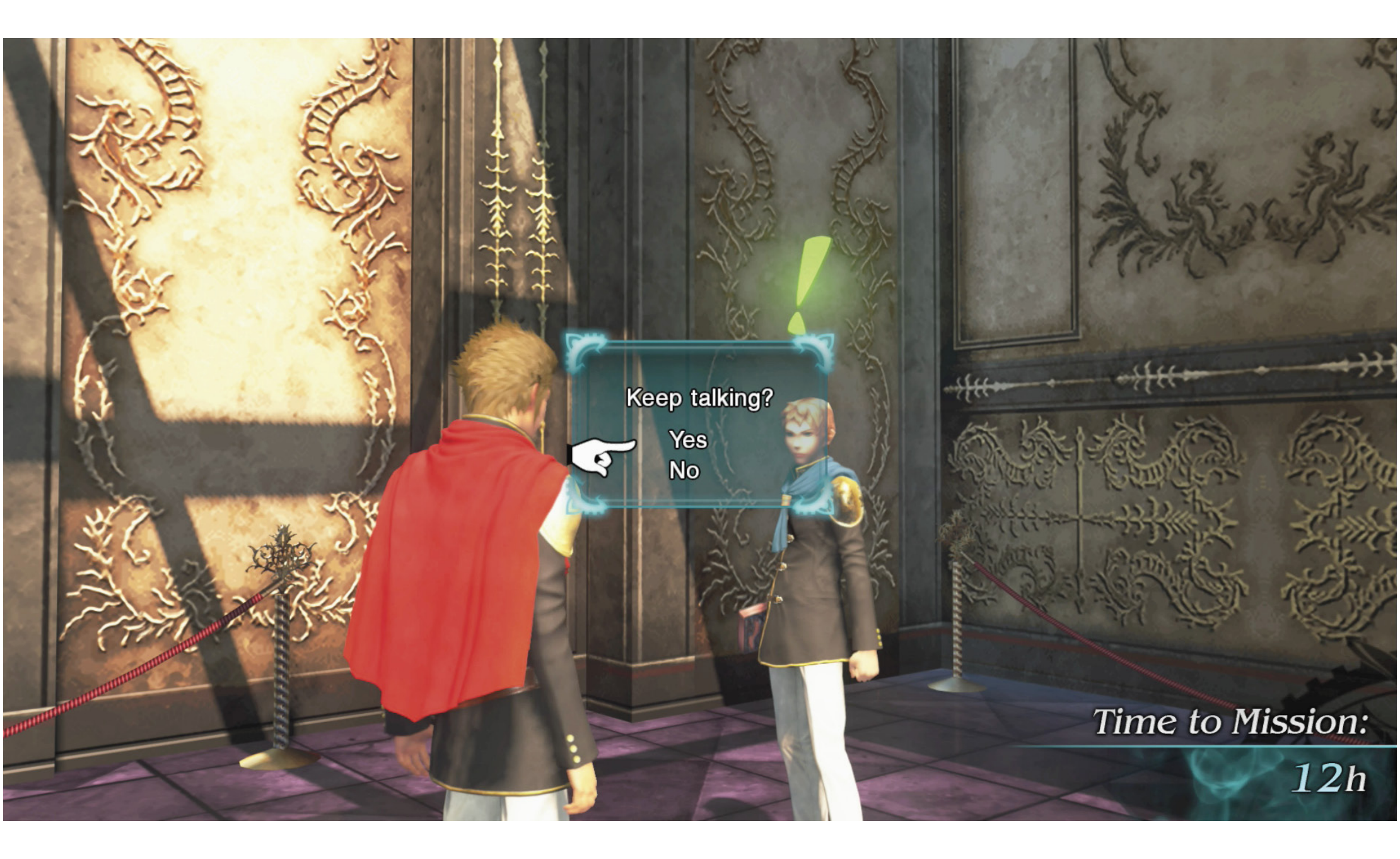
If you're dying to move on to the next Mission and aren't looking to see everything Final Fantasy Type-0 HD has to offer, you can always head to Central Command and speak with the Dominion Tribune in the back of the room. He will allow you to skip ahead to the day of your next Mission to get you into the action without further delay.



Tachinami

Allow me to brief you on your upcoming operation.

Events



Keep talking?

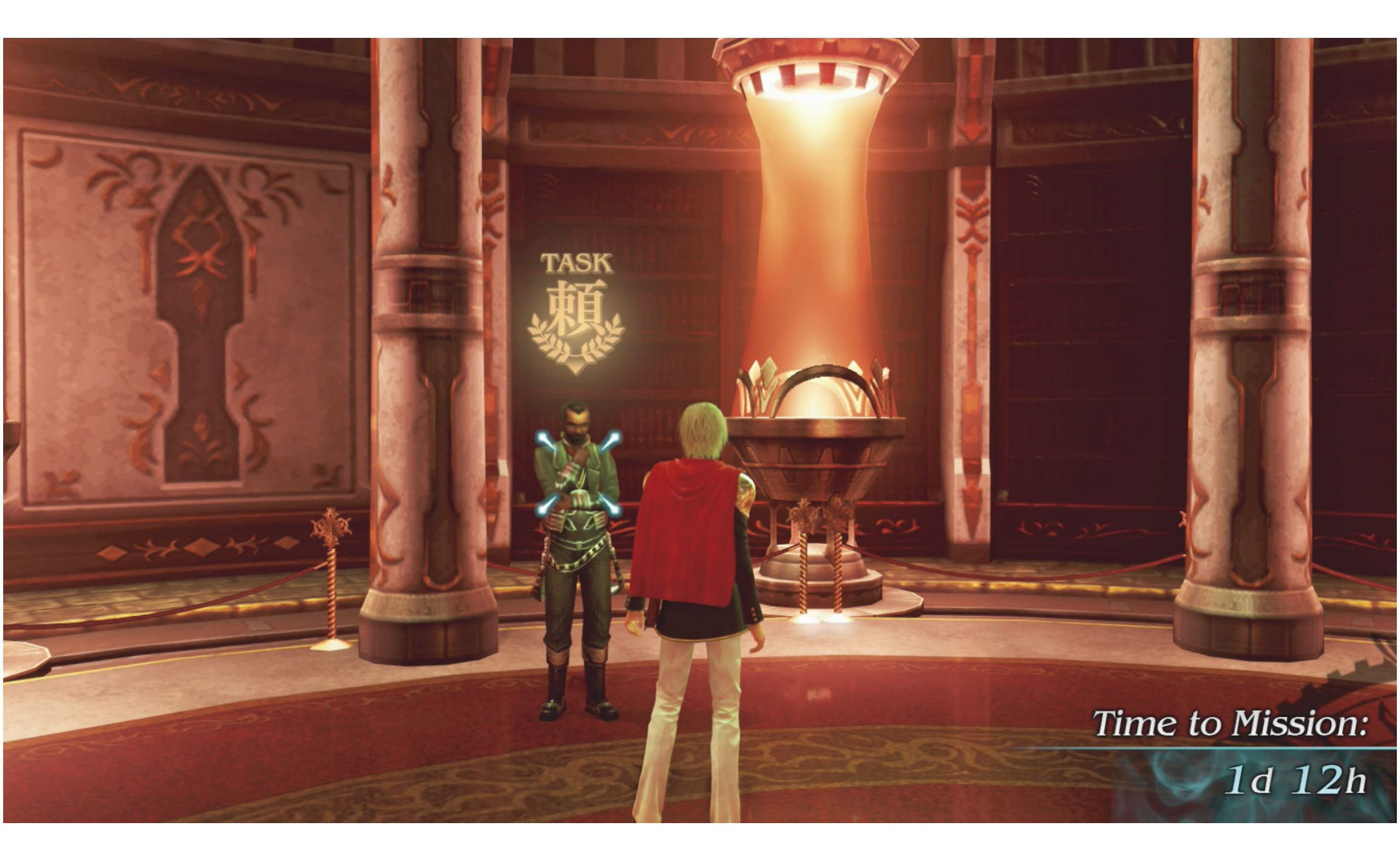
Yes

No

Any time you see a green exclamation point above an NPC's head it means you can hold a conversation with that character. Every time you speak with an NPC you'll be rewarded with an item and sometimes be given a new cutscene that will either be displayed right then and there, or put in the Rubicus—a sort of record book of every enemy, character, and most cutscenes you've seen, just to name a few of its features.

The classes that Moglin offers are also considered Events, so they only pass two hours of time as well. Make taking classes in Classroom Zero the main priority over anything else during your free time. Classes offer Experience Points (EXP) or permanent boosts to your MP, Hit Points (HP), or magic power to your entire party just for completing them.

Tasks



Tasks are marked by a yellow icon with the word TASK in it and serve largely as Type-0 HD's side quests. Whenever you talk to someone with the TASK icon above his or her head you'll be given an objective. If you complete the objective, you'll be rewarded with an item, magic ability, accessory, or so on. Most Tasks require you to leave Akademeia, which automatically deducts six hours from your remaining free time. Always take Moglin's classes first, then seek out Tasks that can be done without leaving Akademeia—we'll make sure to note them for you when they appear.

There are other free time activities you can partake in called Expert Trials. You won't see Expert Trials for a bit, so we're going to hold off on discussing them for now. Don't worry, we'll let you know as soon as they show up.

Support Personnel Points

Before a Mission starts, you are given the choice of allowing SP (Support Personnel) into your Mission. SP are support characters that replace your party members temporarily during a Mission. AThe more enemies they defeat, and the longer they're on the field, the more Support Personnel Points (SPP) you get (provided they don't die of course). When SP leave, their accrued SPP will be added to your SPP wallet. We don't suggest using SP on your first trip through a Mission, but there are plenty of opportunities to use SP later...we promise!

What to Do First

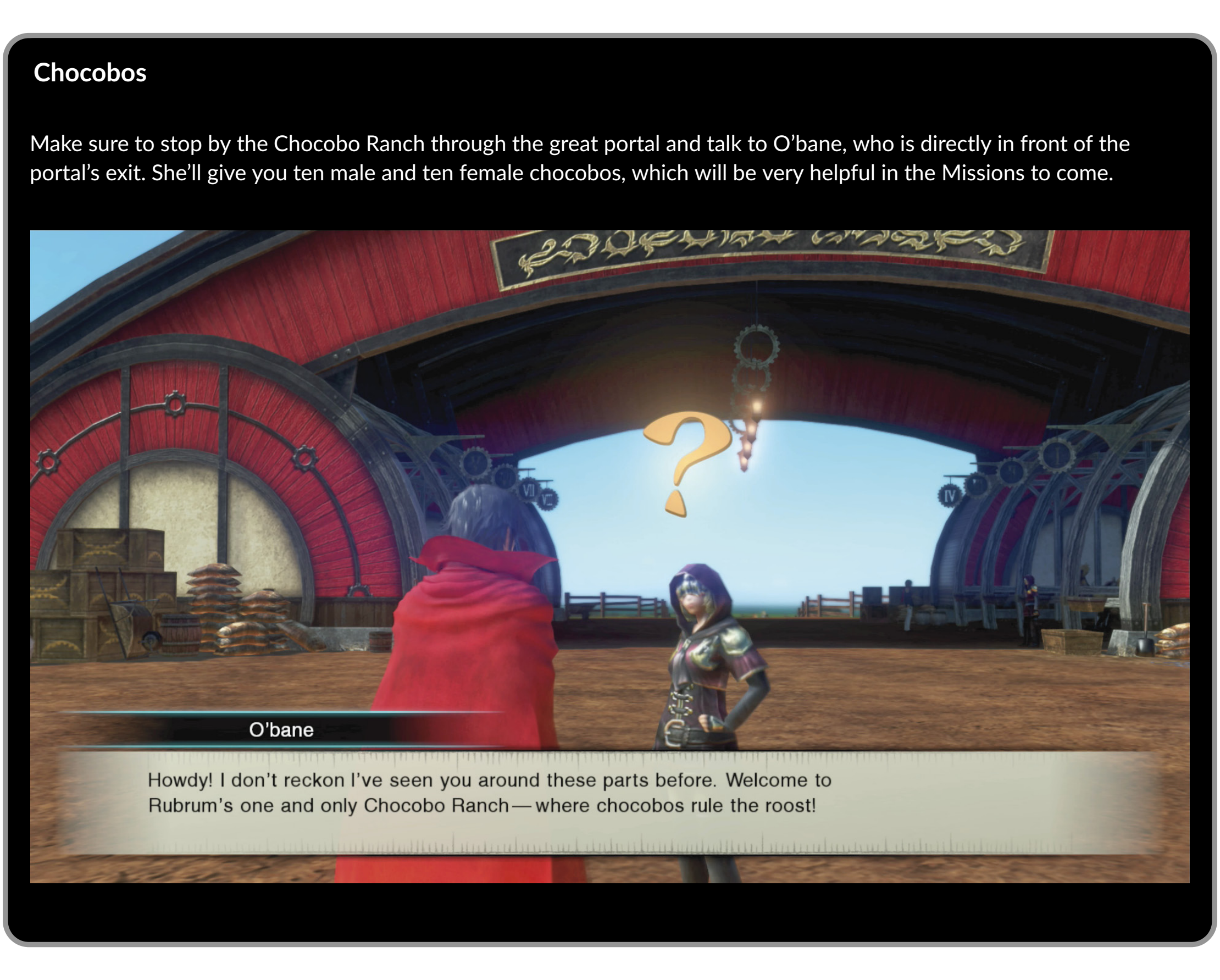
At the beginning of every Free Time section of a chapter in this walkthrough, you'll find a list of all of the Events, Tasks, and Expert Trials available to you during this period, where they are located, how to activate them, and what reward you get for completing them.

Generally we make a few suggestions on which Events, Tasks, and Expert Trials you should do, but deciding what to do after that will be up to you. You won't have enough time to do everything on your first playthrough of Final Fantasy Type-0 HD, so don't freak out about trying to see it all. Instead, try picking any Tasks you can do without leaving Akademeia first, as they take no time. Do any Expert Trials that you're strong enough to handle. But first and foremost, always, ALWAYS take Moglin's classes. After you've done all of that, look through the list of Events, Tasks, and Expert Trials, gauge how much time you have left and what rewards each of those "side missions" offers, and then make a decision on what you want to do from there.

There are only three things you can do today, and they are all Events, so go ahead and knock those out now to pass the time. Once you've finished it'll be time for another Mission.

Chocobos

Make sure to stop by the Chocobo Ranch through the great portal and talk to O'bane, who is directly in front of the portal's exit. She'll give you ten male and ten female chocobos, which will be very helpful in the Missions to come.



O'bane

Howdy! I don't reckon I've seen you around these parts before. Welcome to Rubrum's one and only Chocobo Ranch—where chocobos rule the roost!

Missions

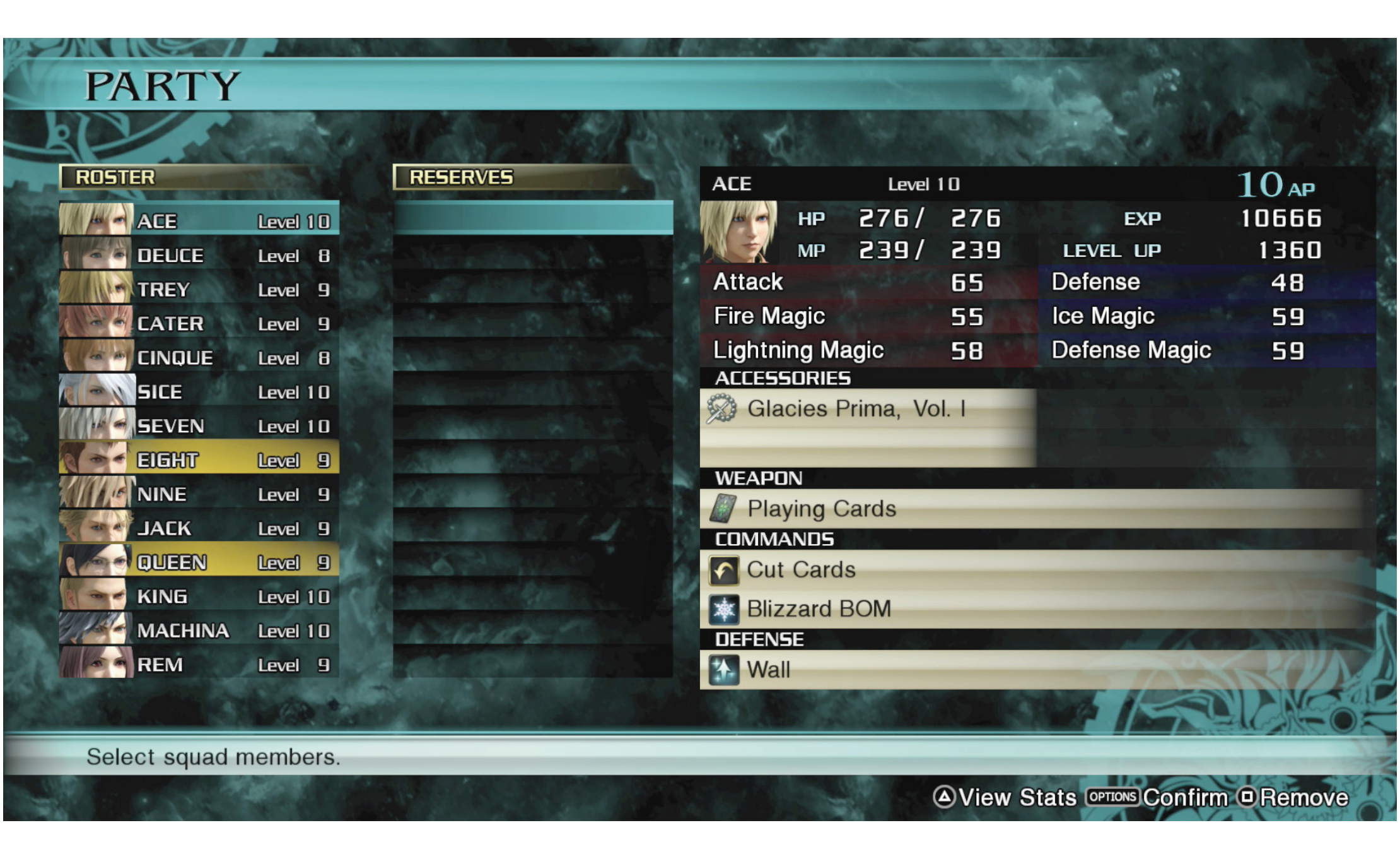
We're not going to spend too much time talking about this subject here, but if you're having a hard time understanding anything about how the game works or what this guide says about Missions, head to the "Type-0 101" section of the guide to find more detailed information about Missions.

For now, the main elements you need to be thinking about when dealing with Missions are your party composition, what Primed status means and how to obtain it, and the benefits of quitting a Mission before receiving a "Game Over".

Squad Composition

Squad composition is incredibly important in Type-0 HD, as there are a lot of situations you'll run into while in the field that can completely block your progress without the right squad under your control. Generally, your squad should always consist of a melee attacker, a ranged attacker, and anyone with a healing ability or Cure spell. The melee party member can be subbed out, but they typically do the most damage. A ranged character and a character with Cure are non-negotiable.

There are plenty of situations that call for a ranged character, most of which give you a very hard time if a ranged character isn't available. Make sure to replace a KO'd ranged attacker with an able-bodied one to keep your team fighting-fit.



Select squad members.

Another factor to consider is Primed status, which you can get by putting certain characters into your party at the start of a Mission. Primed status is awarded to any characters that have gold borders around their names when you first select your team at the start of a Mission. Primed status is a buff that has the same effects as Aura and Trance. This means that as long as you have Primed status, you'll do double physical and magical damage.

The last necessary element to consider when selecting a team is the individual levels of your party members. Your party members only gain EXP when in battle or through Moglin's classes; if a character doesn't fight, he or she won't gain experience. The best way to determine whether or not to bring a lower- or higher-level character to a Mission is whether or not you've done the Mission before. If you're redoing Missions from the Title Screen, feel free to pick whoever you want for battle. But if you're going through a Mission or Expert Trial for the first time, you almost always want to bring your best characters to the fight. If you're doing Tasks outside of Akademeia, however, you are almost always better off bringing your lower-level characters, since a lot of Tasks involve defeating monsters at different points of the World Map. This will give you a lot of time to fight monsters that are almost always manageable for your lower-level characters, allowing your lower-level party members to gain some very necessary levels.

Live to Fight Another Day

The last thing to keep in mind before starting a Mission is quitting. We know, we know, quitting is never the answer. But in the case of Type-0 HD, quitting is often not only an option, but it's also a very good idea. If every member of Class Zero is KO'd while outside of Akademeia or a town, you'll be given a "Game Over," which forces you to reload your most recent save. If you open the menu during a Mission, however, you can select "Abort Mission" and be taken back to the point you were last at before the Mission started while keeping all of the EXP you gained during that Mission. You'll lose all of the items and SPP you collected along the way, but leaving with all of your EXP intact means you'll be that much stronger for the next time you challenge that Mission again. So never be afraid to quit out of a Mission when things are looking particularly hairy.

Battle Preparation

Before you leave Akademeia for your first real Mission, make sure to stop by the Relic Terminal at either the Hallway or the Main Gate and select "Promotion" to upgrade each of your characters' abilities. If you need some suggestions on which skills you should be working toward for each character, check out the "Class Zero" section of the guide.

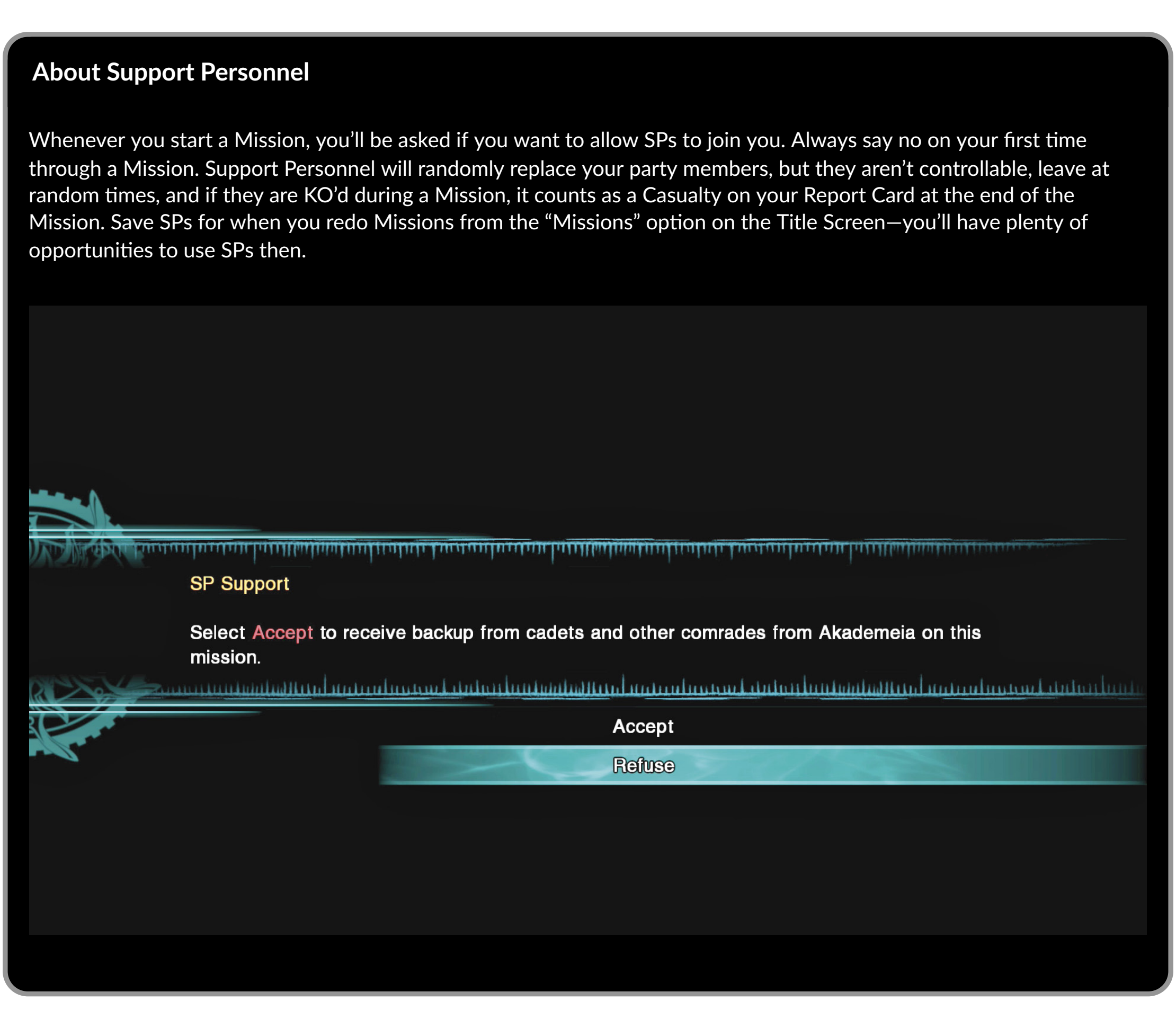
A Brave New World

Once you leave Akademeia, you'll be on the World Map. You'll have to deal with random encounters while on the World Map, but you can use chocobos if you're not in the mood to fight.

Head to McTighe, the town directly in front of Akademeia, to start your next Mission.

About Support Personnel

Whenever you start a Mission, you'll be asked if you want to allow SPs to join you. Always say no on your first time through a Mission. Support Personnel will randomly replace your party members, but they aren't controllable, leave at random times, and if they are KO'd during a Mission, it counts as a Casualty on your Report Card at the end of the Mission. Save SPs for when you redo Missions from the "Missions" option on the Title Screen—you'll have plenty of opportunities to use SPs then.

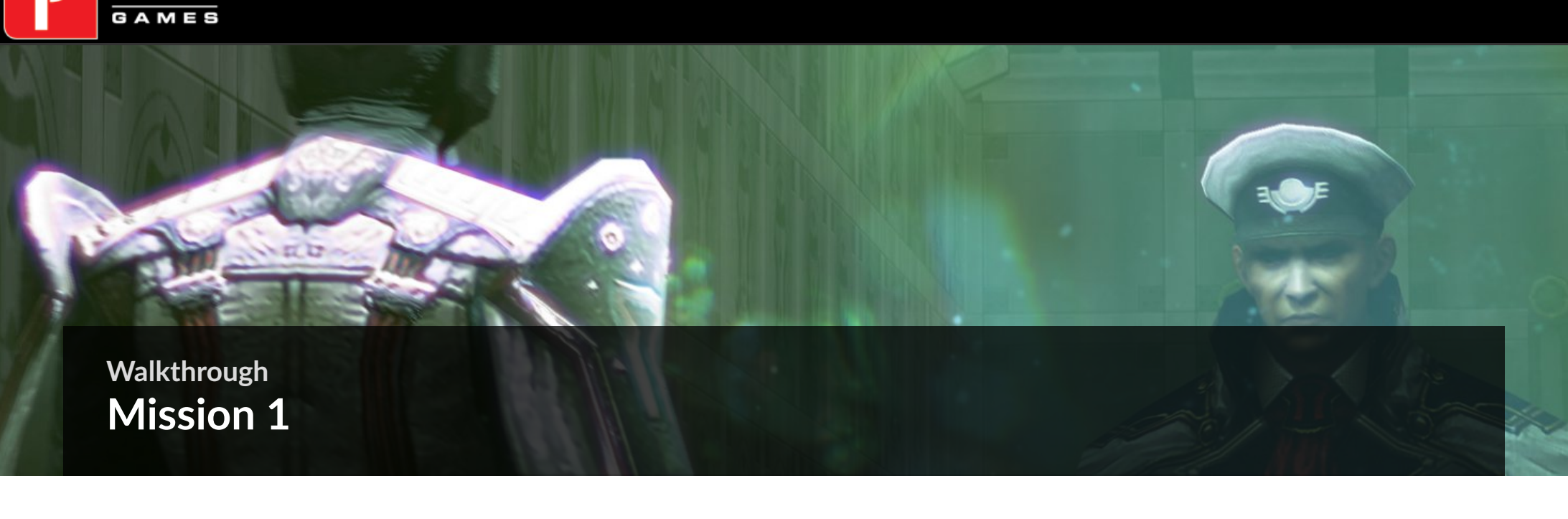


SP Support

Select Accept to receive backup from cadets and other comrades from Akademeia on this mission.

Accept

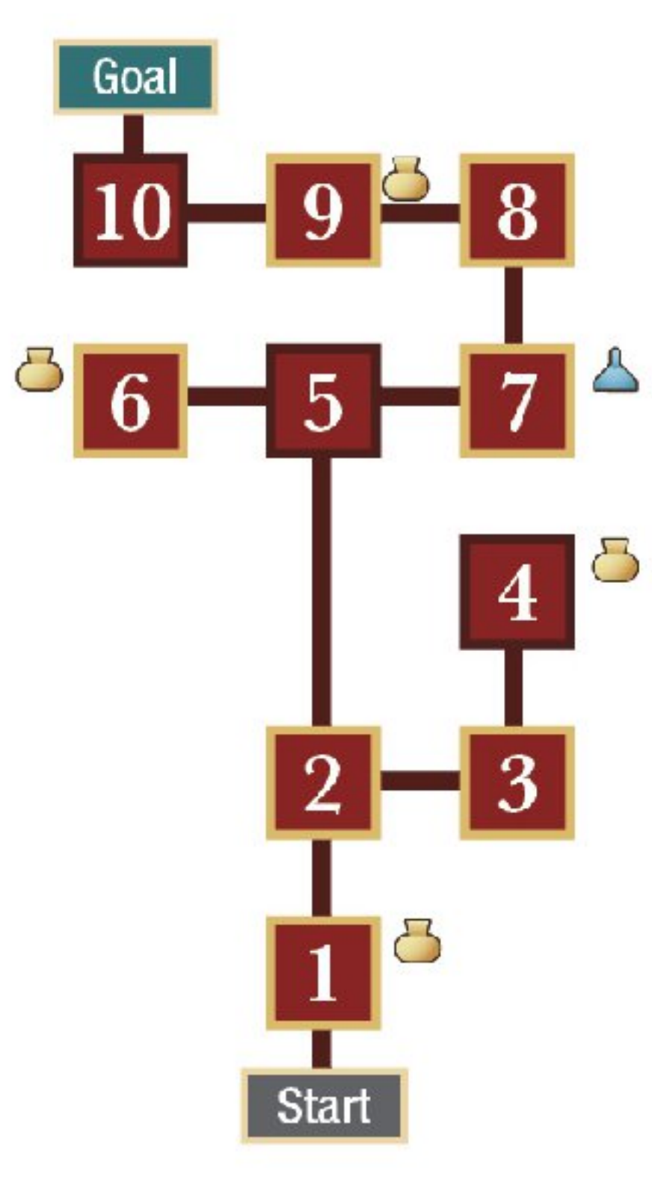
Refuse



Walkthrough

Mission 1

The Cadets' First Deployment



Mission Level: 12

S-Rank Requirements		
Time	**Phantoma**	**Casualties**
06:00	48	0

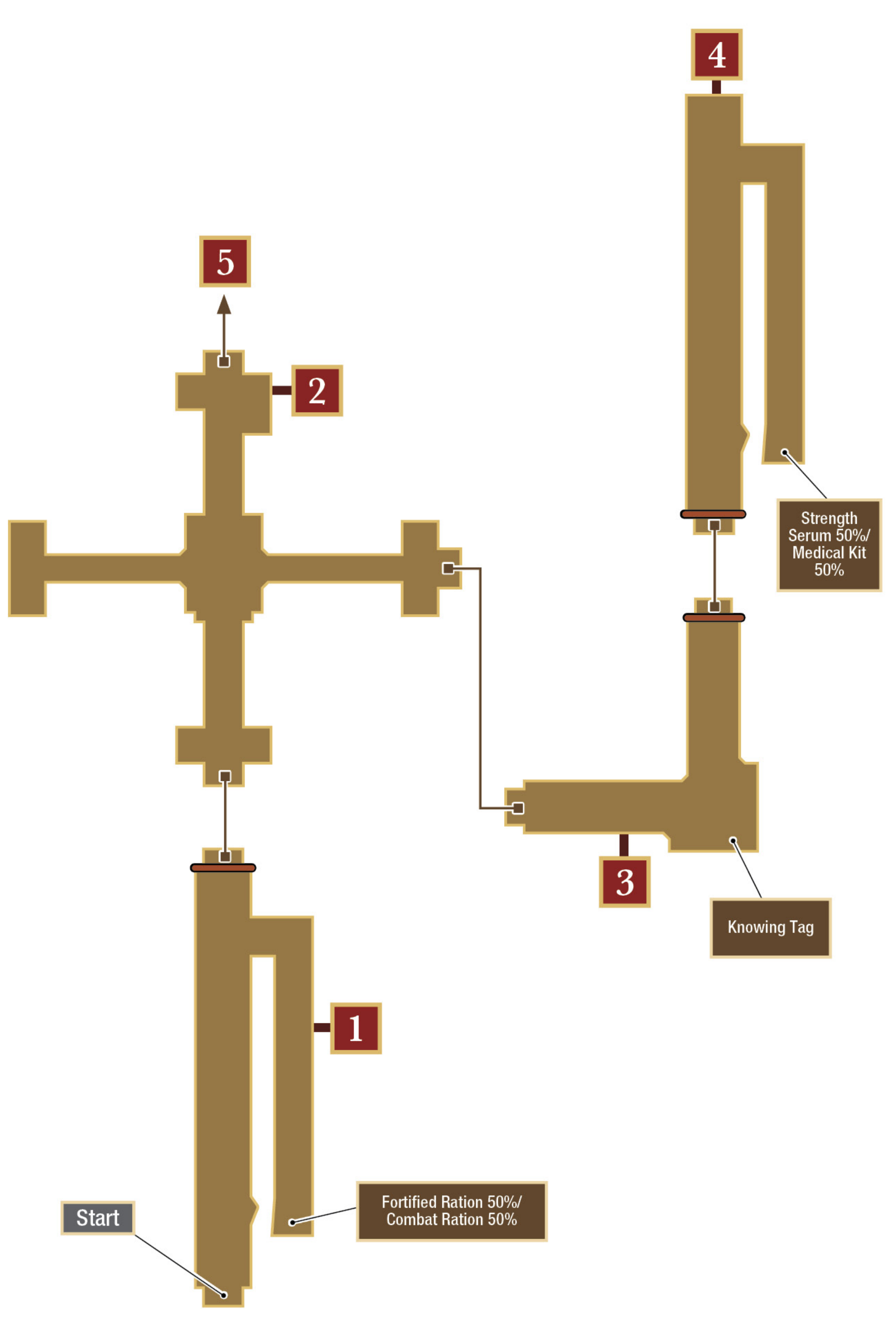
Special Order

Performance Evaluation: Fight your way through the enemy ambush.

Time Limit: 5:00

Effect: Protect 0:30

Reward: Elixer


4
5
2
Strength Serum 50%/ Medical Kit 50%
3
Knowing Tag
1
Start
Fortified Ration 50%/ Combat Ration 50%

1 McTighe Midtown [1]

As soon as you enter McTighe, you encounter three Imperial Troopers running away from you. Defeat them and head through the north passage to enter the next area.

2 McTighe Midtown [2]

Three more Imperial Troopers are waiting for you in the center of this area. Defeat them, then head through the east exit to reach McTighe Midtown [3].

3 McTighe Midtown [3]

You'll find four Imperial Troopers in this area: One at the bend and three more behind barricades on the other end of the area. Defeat all four of them to get the northern door to open.

4 McTighe Midtown [4]

Incoming
JACK Level 10
HP 390
MP 198
ACE
CATER
Katana
Reflex
Fire RF
Block

Imperial Trooper
Show the reds the savagery of war!

In the center of this area are a couple more Troopers and a Commanding Officer. If you accept the SO for this location and complete it, you'll be given an Elixir as a reward. The SO simply requires you to defeat the enemies in this room, which means you only need to kill the CO to claim the reward. After completing the room, return to area 2 and go north.

5 Imperial Line

JACK Level 10
HP 390
MP 198
ACE
CATER
Katana
Reflex
Fire RF
Block

Dominion Legionary
Raaahhh!

In the midpoint of this area is a set of stairs (they will be on your right). Imperial Troopers have covered the stairs with barricades and planted themselves at the top of them; they even have two Autoturrets at the top of the stairs to gun you down. Moglin suggests you go through the area's west exit and wrap around on the soldiers, but if you're willing to brave a frontal assault, you can accept the Performance Evaluation SO for this area to earn yourself an item.

As intimidating as this area might seem, all you need to do is switch to a melee character, or a character with Blizzard BOM, and destroy the barricades. Once you've cleared a set of barricades, defeat the soldiers behind them. Then move on to the next set of barricades until you're at the top. Attack the Autoturrets from behind, but be as quick as you can about defeating them or they'll shred you before you can finish them off.

JACK Level 10
HP 390
MP 198
ACE
CATER
Katana
Reflex
Fire RF
Block

Once you've defeated the Troopers and Autoturrets, take a left-handed U-turn at the top of the stairs, moving past the warehouse on your right. Follow along the railing on your left until you encounter a third Autoturret. Destroy it, then follow the railing back to the warehouse. The doors open and a CO and his two Troopers appear. Defeat them and you'll have completed the Performance Evaluation SO for this area.

Head to area 6 via the west exits of this area if you're interested in getting another item. If not, head east to area 7 to continue on with the Mission.

6 McTighe Midtown [5]

There are three Imperial Troopers along the slope in this area. If you head down the west alley, you can find the item for this area. Once you're done, head east back into area 5, then northeast to area 7.

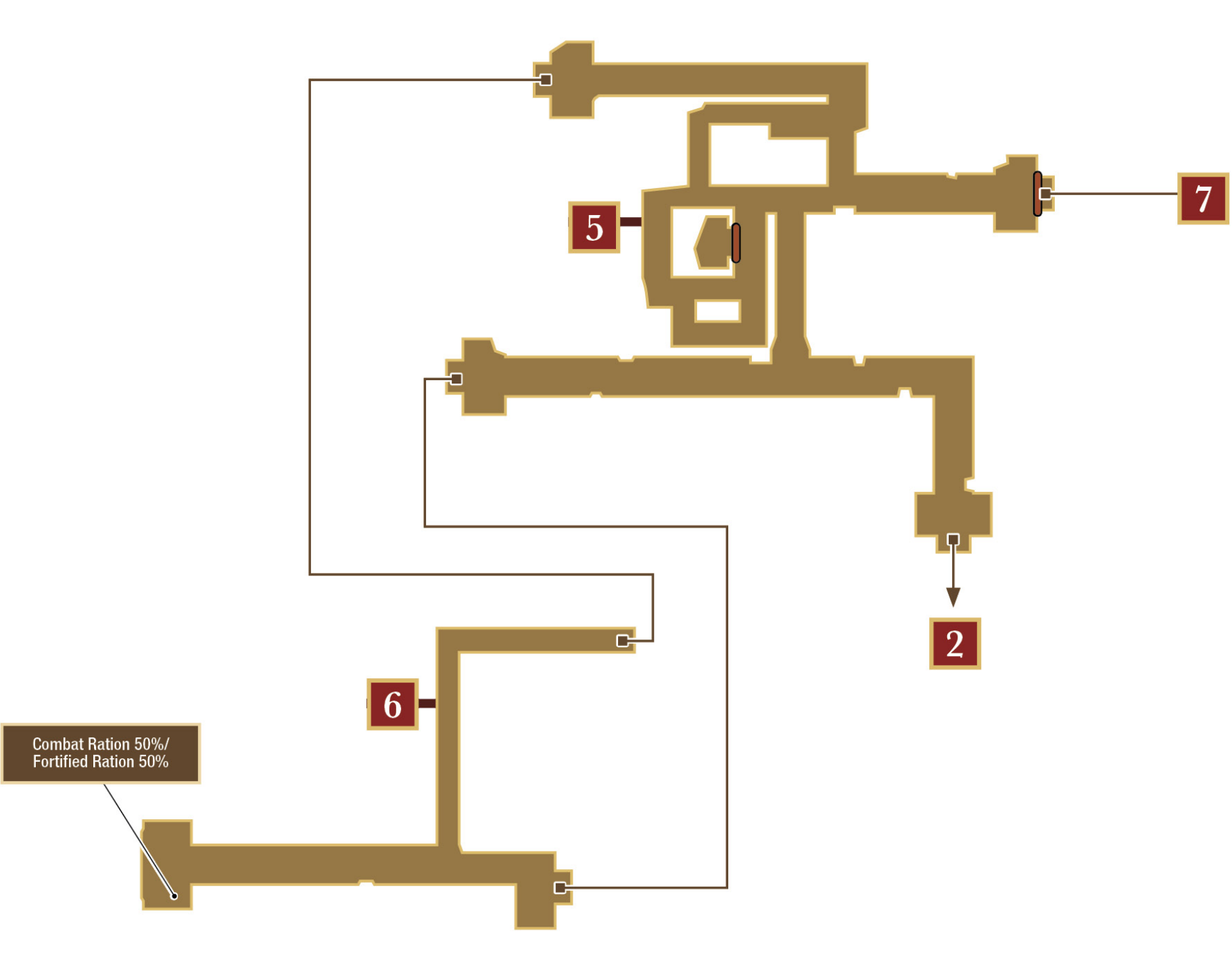
Special Order

Performance Evaluation: Crush the enemy defense point with a frontal attack.

Time Limit: 5:00

Effect: Haste 0:15

Reward: Ferric Ring



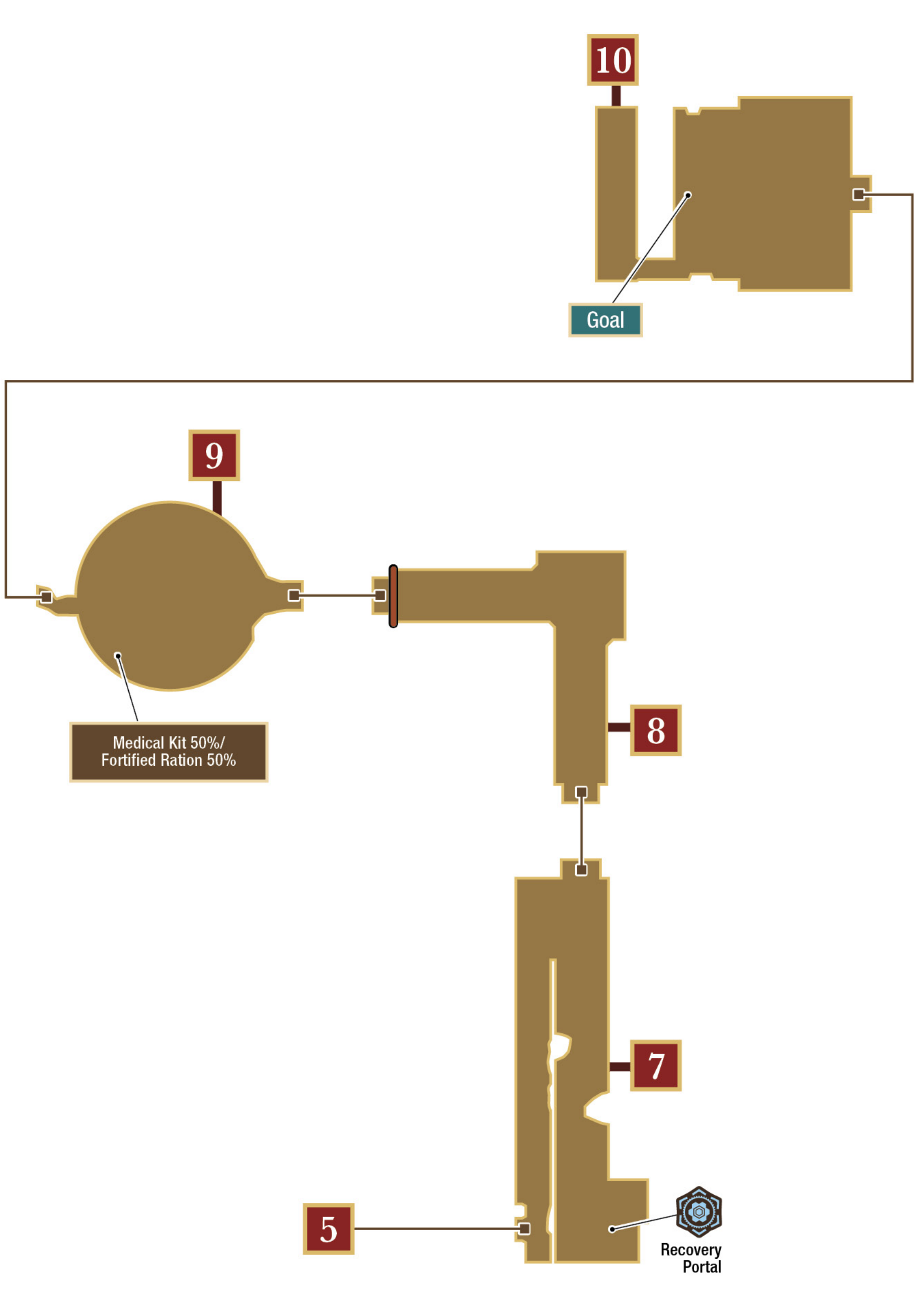
Special Order

Performance Evaluation: Destroy the fuel tank.

Time Limit: 5:00

Effect: Endure

Reward: Megalixir



7 McTighe Midtown [6]

There are four Imperial Troopers, two of which are on the elevated platform on the other side of the area. You'll need a ranged character to take them out and clear the room. You don't need to defeat any of the enemies in this room to move on to area 8 or to use the Recovery Portal in this room.

8 McTighe Midtown [7]

There is a CO in the middle of this room and a never-ending supply of snipers on the balconies—take one out and another will come to replace it. Defeat the CO to get the doors to area 9 to open up, then head through them.

9 Demolished Square (Safe Zone)

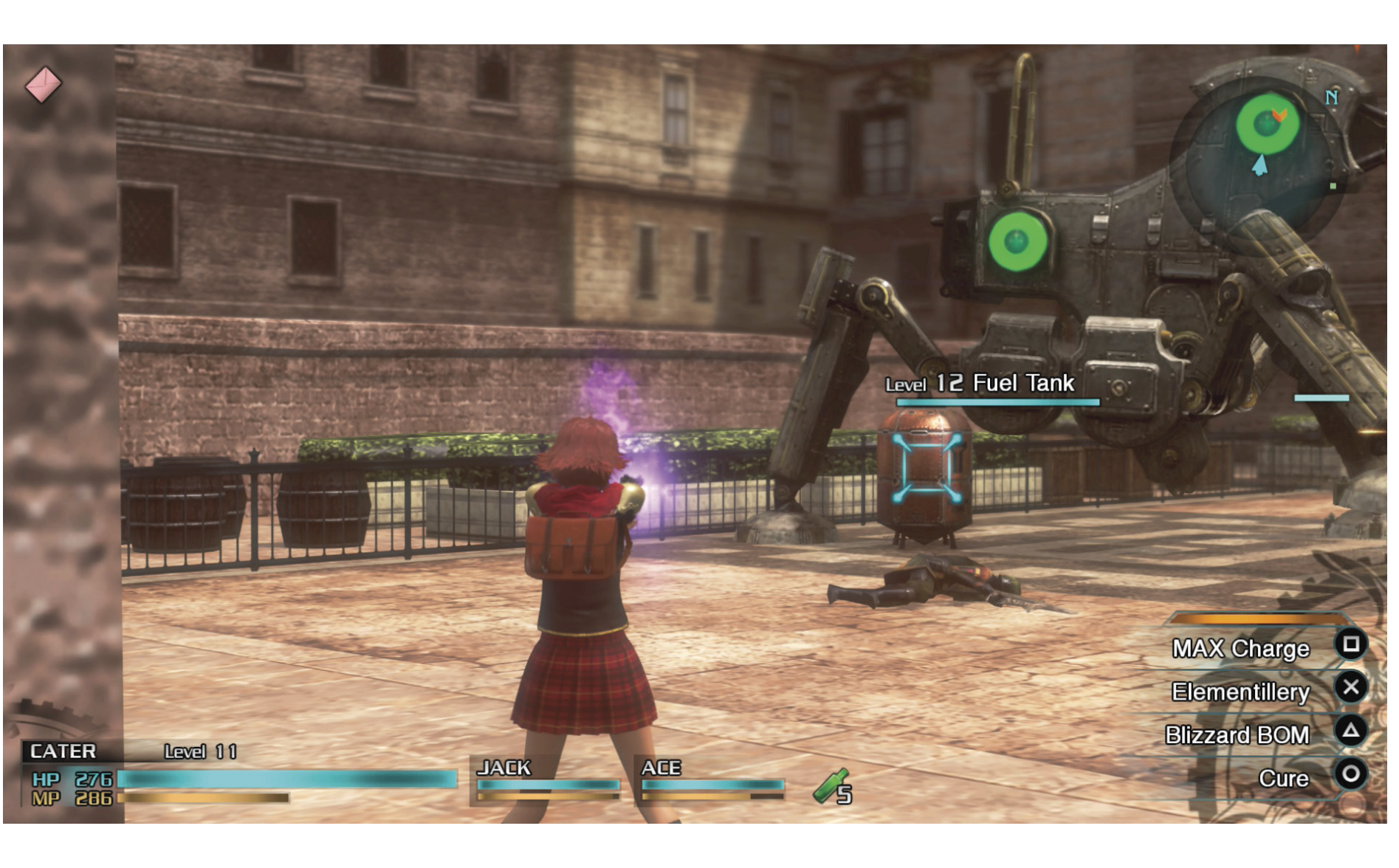
There is only an item on the top-left side of this room and nothing more. Once you've grabbed it, head through to area 10 to face the boss of this Mission.

10 Imperial Command

Level 13 Major Massena
JACK Level 11
HP 407
MP 198
ACE
CATER
Katana
Reflex
Fire RF
Block

The boss of this Mission is pretty simple: he's just a CO in a Nymurod with a lot of health. Switch to a ranged character and stay to the Nymurod's sides while attacking it.

Before focusing down the Nymurod, target Major Massena, and then use the Right Analog Stick to change targets until you select the fuel tank. Fire at it while Major Massena is on the ground to blow it up and complete the SO.



After completing the SO, start focusing on taking out the boss. He'll have two Troopers that will come in from the southeast and southwest corners of the room. Don't worry about them—more will appear to take their place. Just focus on taking out the Nymurod. Once the CO has been defeated, the Mission is complete.

Mission Accomplished

Before heading back to Akademeia, enter McTighe and talk to the man at the center of the platform on the other side of town. He's the mayor of McTighe and he's feeling pretty down about the town getting attacked. He had planned to give a speech today, but none of the townspeople showed up. Agree to help gather the people, then talk to everyone around the square. You'll also need to check all of the doors along the walls of McTighe in order to find everybody. Once you've found everybody, the mayor will stand up. Talk to him again and you'll receive l'Cie Mizu'a's Crystal.

Call the townspeople to listen?
Gather them.
Don't bother.

Once you've completed this informal Task, head back to Akademeia to start another round of free time. You can return to Akademeia by foot and risk battling in random encounters, or you can fast travel there from the Info screen.

Events, Tasks, and Expert Trials (Second Break–12 Hours)

Moogle Classes	
FGHT-100: Principles of Combat	2,000 EXP
DFMG-100: Introduction to Defense Magic	Defense Magic +2

Events			
Location	**Who**	**Reward**	**Note**
Main Gate	Enra	Hi-Potion	—
Fountain Courtyard	Celestia (Short woman with white hair)	Cutscene, Turbo Ether	—
Fountain Courtyard	Azuma (Purple-haired cadet)	Elixir	—
Airship Landing	Dominion Citizen	Hi-Potion	—
Entrance	Class Eighth Moogle	Mega-Potion	—
Crystarium	Machina/Ace	Cutscene, Turbo Ether	If you're Machina speak to Ace, and vice versa.
Armory /Kazusa's Lab	Kazusa	Cutscene, Etc.	There must be 6 or less hours left in the day in order to talk to Kazusa. Refer to the Side Quests Section of this guide for details.
Armory	King	Ether	—
Ready Room	Carla	Cutscene, Pretty Pelt	—
Terrace	Tokito	Hi-Potion	There must be 6 or so less hours in the day in order to talk to Tokito.
Terrace	Class Third Moogle	Mega-Potion	—
Terrace	Emina	Cutscene, Etc.	There must be 6 or so less hours in the day in order to talk to Emina.
Terrace	Machina/Rem	Cutscene, Mega-Potion	You must have more than six hours left on the clock in order to talk to Machina/Rem. If you're Rem speak to Machina.

Priorities

You have twelve hours to kill in Akademeia this time, which isn't nearly enough time to do every Event that is available to you. Remember: Type-0 HD is a game that expects you to play through more than once, so don't worry about seeing everything the first time.

For Your Devotion

Class First Moogle—the moogle right in front of the door leading into Akademeia's Entrance—will reward you for the number of hours you've played. The list shows what you'll receive from the moogle and how many hours you need to play to get it.

10 Hours Magic: Avoid

30 Hours Ribbon

50 Hours Growth Egg

70 Hours Regal Crown

100 Hours Warlock's Headdress

200 Hours Soul of Thamasa

500 Hours Super Ribbon

INFO
係
Time to Mission:
12h

Class First Moogle
Becoming Agito is a daunting task, so I'm here to provide an incentive, kupo! I've got some presents to give you according to how much time you've spent in Orience.

Take Moglin's classes in Classroom Zero above anything else right now. Once you've completed those, talk to Machina/Rem on the Terrace to get a bit of history on the mysterious pair's past. Once you've completed that, talk to Kazusa in the Armory (you must have six or less hours of Free Time remaining to do this) twice to get him to let you in to his laboratory, which is behind a bookcase on the left side of the Crystarium. This will open up some new Events for you later down the road. Just make sure that you have six or less hours before you talk to Kazusa or he won't let you in to his lab. Any remaining time is yours to spend how you wish.

Once you've used up all of your time, head to Classroom Zero and talk to Kurasame to start the next Mission.

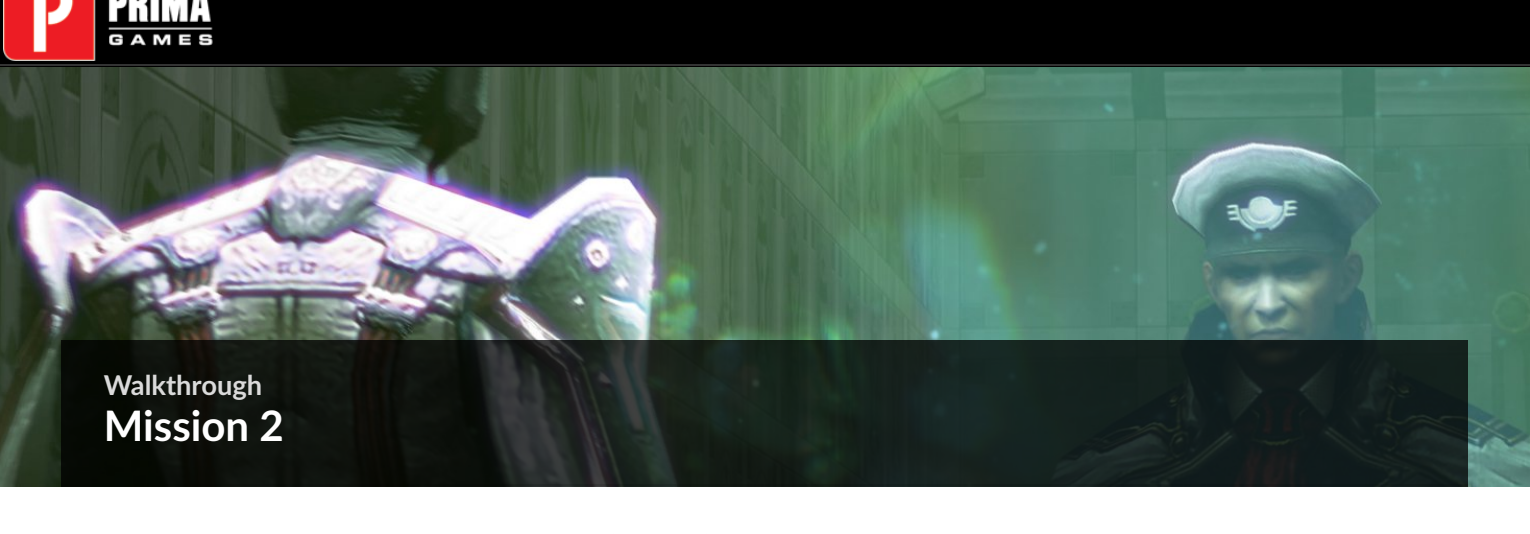
Emina

This Free Time session marks the first time you'll be able to speak with Emina. She often spends her time on the Terrace and can only be spoken to when you have six or less hours remaining in a day. You must speak with the Sorcery Researcher in the Sorcery room and he'll tell you what gift to bring her. You'll then need to head to a gift merchant somewhere in Orience, buy the gift, and then give it to Emina to be able to initiate future Events.

Once you've completed the second Emina-related Event, you'll be given the Sheer spell. The items you receive as rewards are different every time you complete an Event with Emina.

Your Squad Loadout

When dealing with an RTS Mission, the order in which you select your party members while on the Reserves screen will determine who shows up when you enter cities. Make sure you put the characters you want in your party at the top of the Reserves list.



Operation Reconquista (RTS)

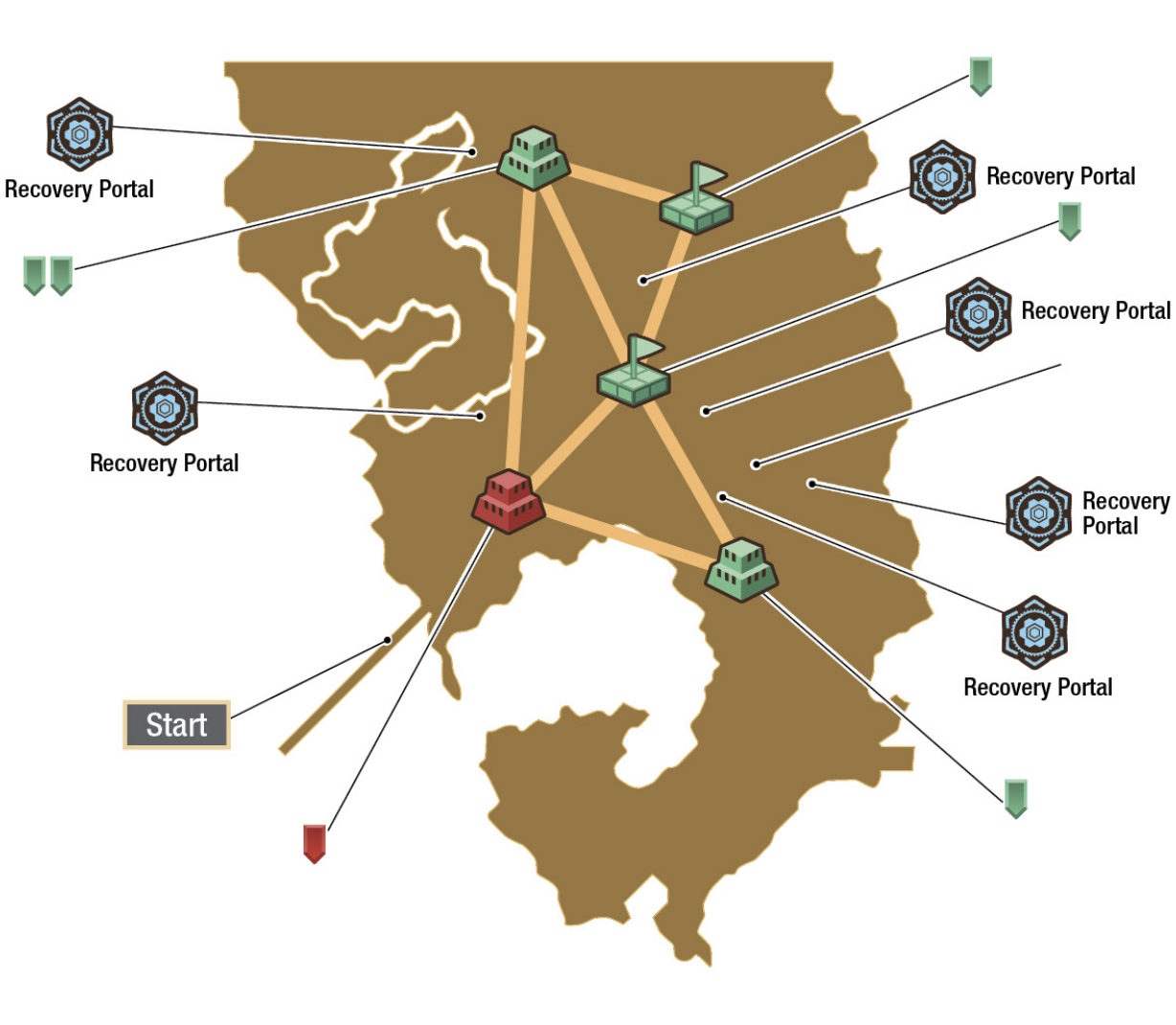
S-Rank Requirements

Time	Objectives	Casualties
20:00	9	0

Mission Level: 13

Victory Conditions: Occupy Corsi

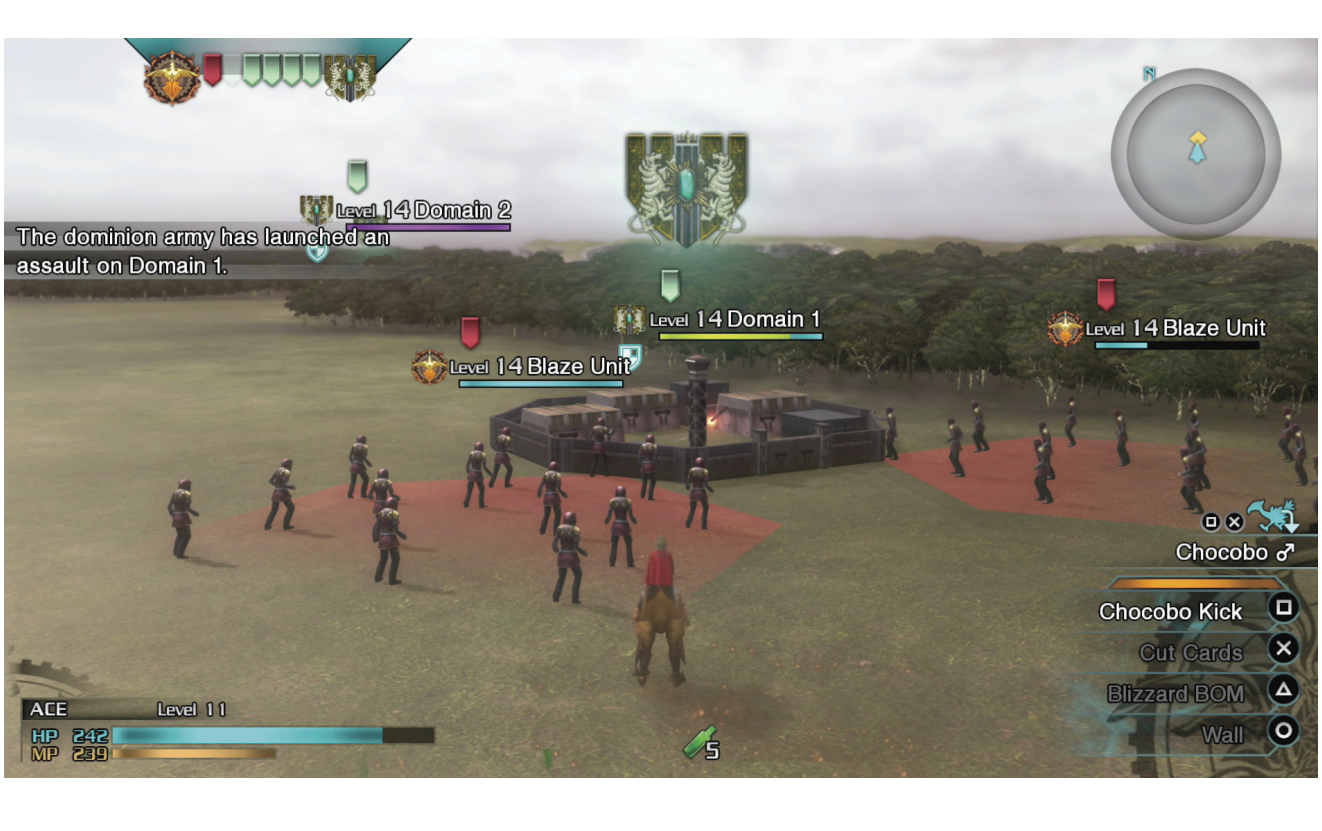
Failure Conditions: Lose McTighe



Spells and RTS Missions

Make sure that you always equip whoever you choose for RTS Missions with one or two spells. Abilities don't work while you're on the world map, but spells certainly do.

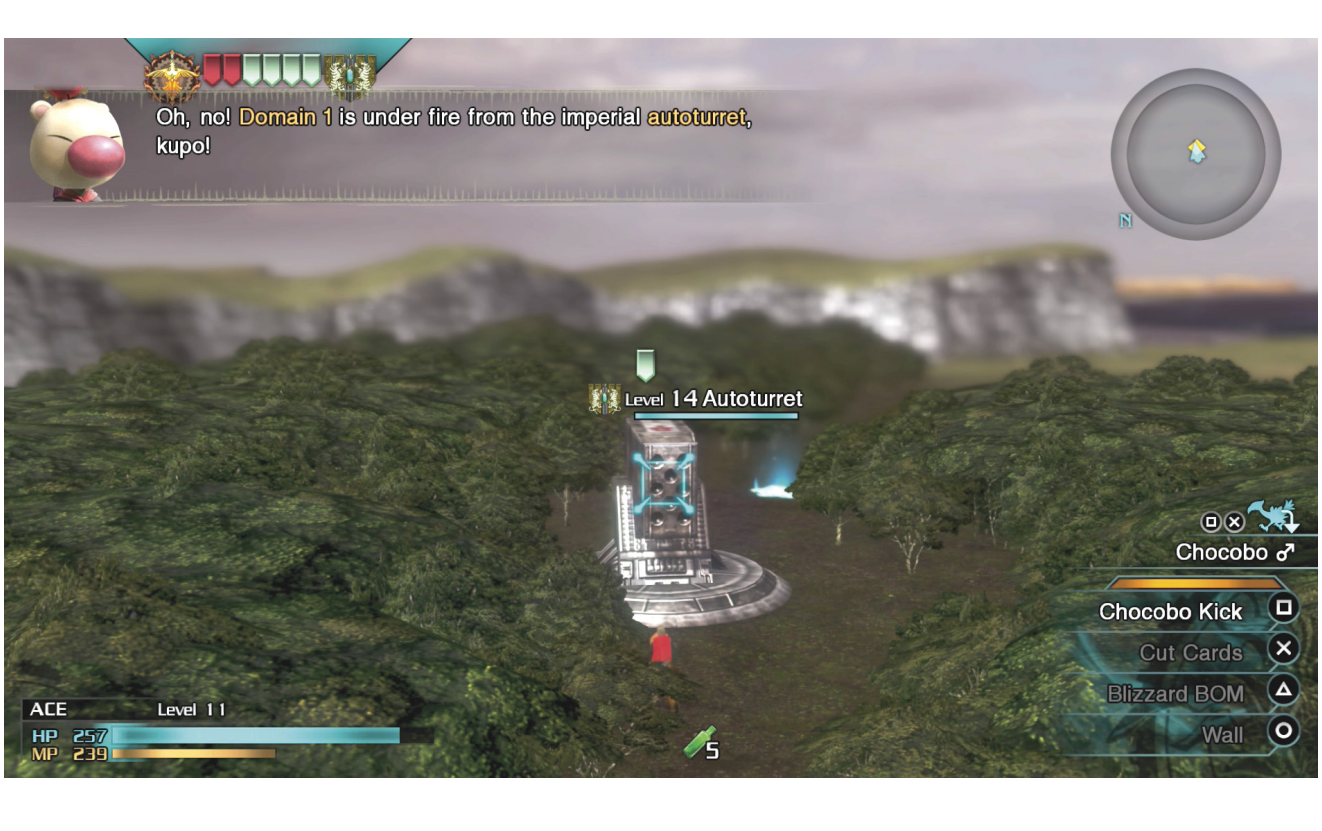
1 Occupy Domain 1



Head to Domain 1, which is directly in front of McTighe. You'll need to defeat the enemy units coming out of Domain 1 as they leave it in order to slow their progress to McTighe and to allow McTighe's troops to reach Domain 1. Using a chocobo and chocobo kicks, the enemy units should be taken out in one hit.

Once your troops have begun circling Domain 1, feel free to leave it unattended.

2 Destroy the Autoturret South of Domain 1



Once Domain 1 has been captured, head southeast of the town into the forest and you'll find an Autoturret. Destroy it to complete Moglin's first special mission.

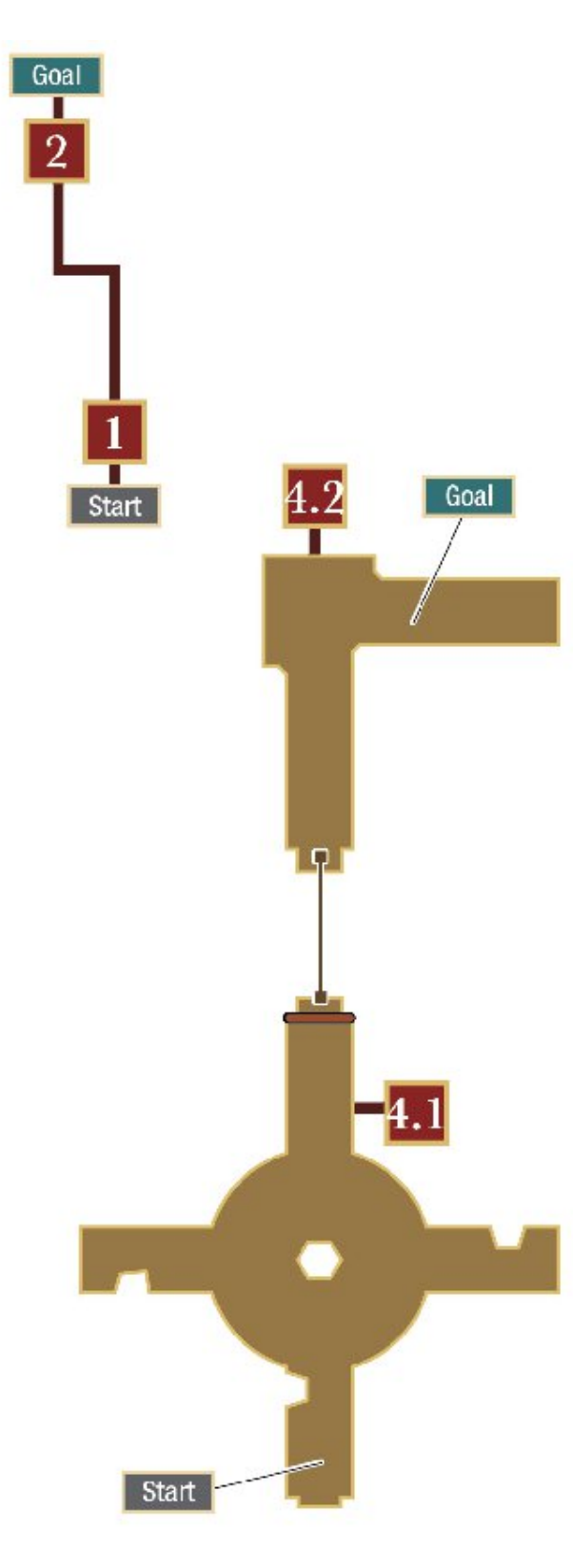
3 Order Domain 1 to Attack Aqvi

Domain 1 will now be under your direct control, since you destroyed the Autoturret. Approach Domain 1 and hit the Action button on it to give orders for which troops are to be produced and direct them where they should go. Order Domain 1 to make Blaze Units and send them to Aqvi, which is directly south of Domain 1.

Blaze Units are excellent at capturing towns, while Spark Units excel at destroying machines. Machines won't appear until later in this Mission, so don't worry about making Spark Units until then.

4 Invade Aqvi

Defeat the enemy units that Aqvi keeps producing in order to get your troops close enough to Aqvi to attack. Once your troops have lowered Aqvi's energy shield, approach the town and press the Action button to invade it.

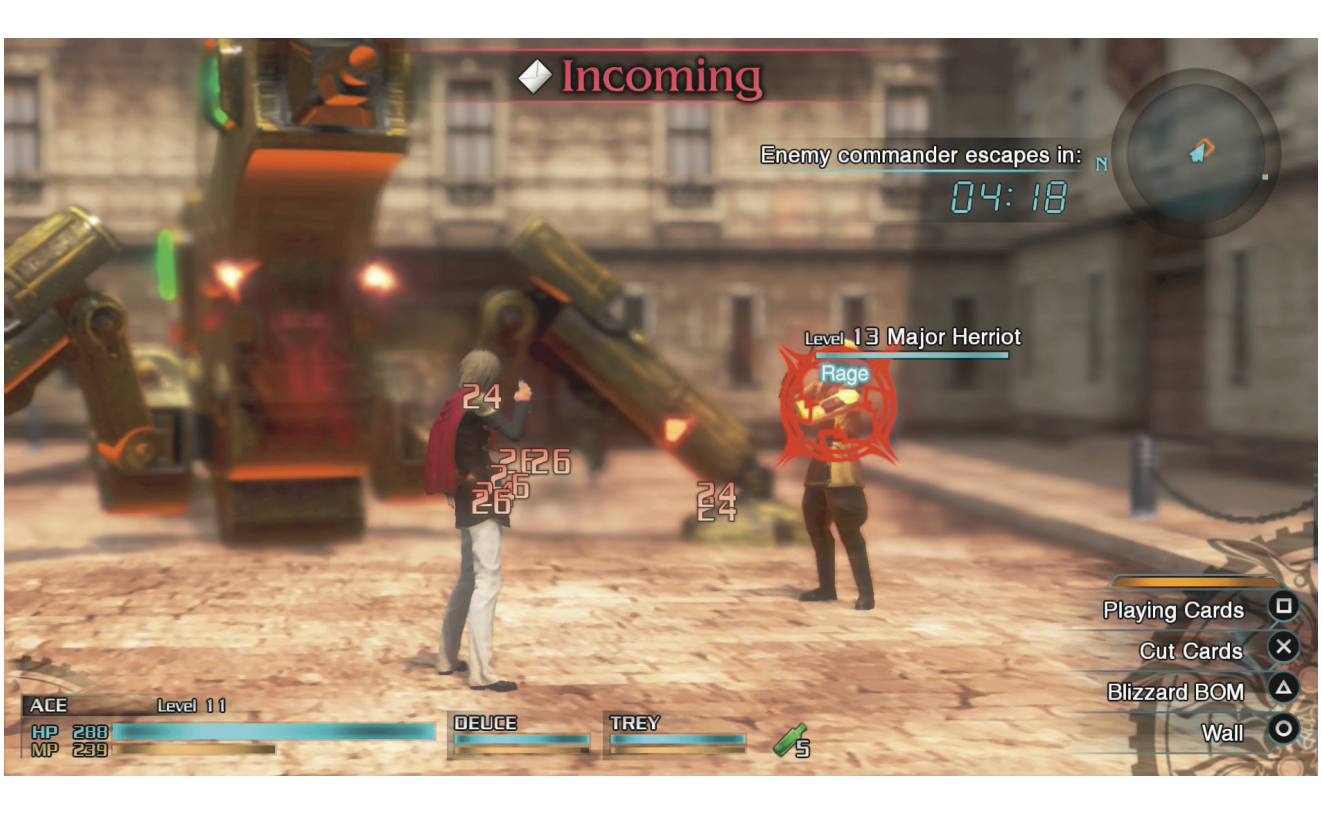


4.1 Southern Square

You only have five minutes to defeat the commander in Aqvi or he'll escape. Don't linger while in Aqvi; race to area 2 and defeat the commander.

Three Imperial Troopers are attacking some of your classmates in the center of the plaza. Defeat them to get the northern door to the next area open, then head through it.

4.2 Southern Avenue



The commander of Aqvi—named Major Herriot—is in the back end of area 2, next to the Nymurod. Try to defeat him first, as it will make the next Mission easier.

5 Collect Five Phantoma

Before you leave Aqvi, Moglin gives you a Mission to collect five Phantoma. Hang out in area 2 and defeat the enemy soldiers until you've accrued five Phantoma. Once you've completed the Mission, leave Aqvi.

6 Attack Corsi

Have Aqvi and Domain 1 send Blaze Units to Domain 2. Once they take Domain 2, they'll head directly for Corsi and you'll have the help of an additional force from Domain 2.

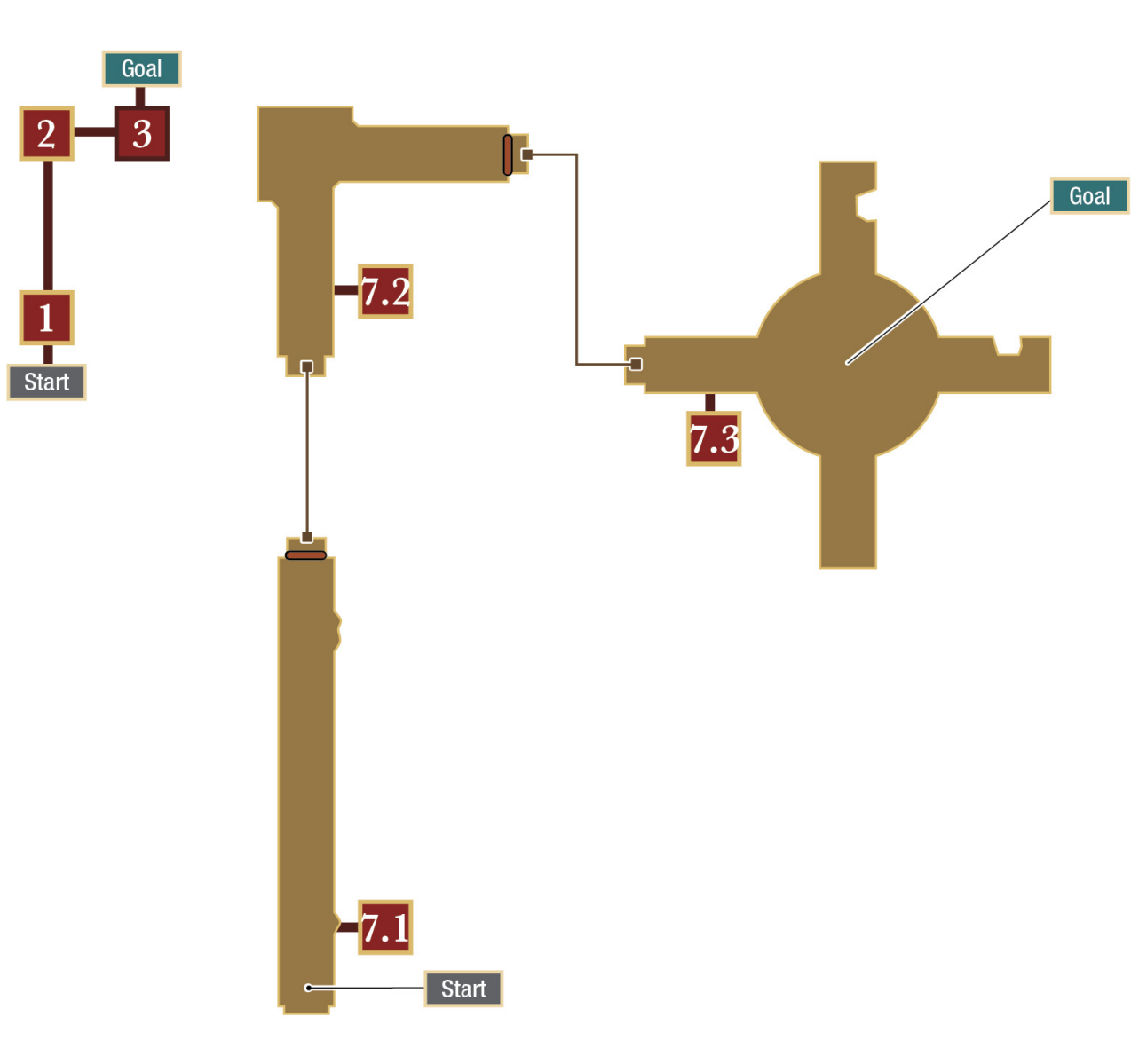
Before your forces can take Corsi and Domain 2, however, Corsi will send a counterattack toward McTighe. The counterattack features wave after wave of Warrior Units that are quite resilient to McTighe's counteroffensive, which means you'll have to help fight off the Warrior Units yourself.

Chocobo kicks won't pack the punch necessary to defeat the units; any attacks you do to the Warrior Units are very likely to result in a counterattack from their mounted guns. If you're using Trey, you can stay just far enough away from the Warrior Units to still Lock-On to them, but to also dodge them after firing a fully charged arrow from Trey's bow.

Once your forces take Domain 2, they'll make their way to Corsi, which will immediately stop the flow of Warrior Units.

7 Invade Corsi

Head to Corsi once the Warrior Unit attack has slowed. Once the energy shield around Corsi has diminished, invade Corsi.



7.1 Main Street

There is a blockade of barricades and Imperial Troopers in the center of this room. If you have Blizzard BOM on any of your characters, use it to destroy the barricades. If not, you can also kill one of the Troopers with a ranged character and harvest his Phantoma to break the barricades.

7.2 Angular Alley

In the center of the Angular Alley are three Imperial Troopers. On either side of them are balconies with a single sniper in each. Farther down the alley from the Troopers are Shock Troopers: shield-bearing enemies that will smack you with their shields if you let them get close.

You need to defeat the two Shock Troopers and three Imperial Troopers to move on to the next area. To deal with the Shock Troopers, attack them from behind or immediately after they attack. Most attacks they do involve them lifting their shields momentarily, which will give you the opportunity to strike.

Once you've sorted the enemies, head to the Town Square to face the CO and leader of this region's army.

7.3 Town Square

CO Lieutenant Hamilton will be riding inside of a Magitek Armor with extra health and the ability to deal extra damage. Stay behind Hamilton as often as possible to avoid most of his attacks. He'll try to perform a shoulder-press. If you see him charge toward you, immediately try to circle him and reposition yourself behind him. His second shoulder-press can be pretty tricky, so always be on the move and never stand in front of him if you can help it.

Mission Accomplished

Before heading back to Akademeia, enter Corsi. In the center of Corsi, on the left side of the road, is l'Cie Kayahara's Crystal. At the very back of Corsi is an unmarked Shopkeeper who sells and buys Phantoma.

Buy the Sexy Swimsuit from the Corsi Merchant at the center of town; you'll need it for a Task later.

Corsi Phantomist

Item	Price
Red Phantoma	1000 Gil
Blue Phantoma	1000 Gil
Yellow Phantoma	1000 Gil

Corsi Merchant

Item	Price
"'Til Finis Comes, With You"	1000 Gil
Rose Bouquet	1000 Gil
Hydrangea Bouquet	1000 Gil
Sexy Swimsuit	1500 Gil
Ruby Necklace	2000 Gil

You can also head south of Corsi to Aqvi and purchase a few accessories from the Aqvi Merchant. You should definitely head there to pick up a Teleport Stone, as it will allow you to teleport out of any location (outside of a Mission) and out of any trouble you might run into.

Aqvi Merchant

Item	Price
Ignis Primus, Vol. I	800 Gil
Glacies Prima, Vol. I	800 Gil
Fulgur Primus, Vol. I	800 Gil
Aegis Prima, Vol. I	800 Gil
Teleport Stone	2000 Gil

Once you're finished with both Aqvi and Corsi, head back to Akademeia.

Events, Tasks, and Expert Trials (Third Break–2 Days)

Moogle Classes

MAGC-100: Principles of Magic	Magic Power +1
FRMG-100: Introduction to Fire Magic	Fire Magic +1
ICMG-100: Introduction to Ice Magic	Ice Magic +1
LTMG-100: Introduction to Lightning Magic	Lightning Magic +1

Events

Location	Who	Reward	Note
Classroom Zero	Machina/Rem	Cutscene, Ether	Must have Machina/Rem as your active leader.
Armory/Kazusa's Lab	Kazusa	Cutscene, Etc.	There must be 6 or less hours left in the day in order to talk to Kazusa. Refer to the Side Quests Section of this guide for details.
Terrace/Sorcery	Emina/Sorcery Researcher	Cutscene, Etc.	There must be 6 or less hours left in the day in order to do Emina events. Refer to the Side Quests Section of this guide for details.
Sorcery	Dr. Al-Rashia	Cutscene, Hi-Potion	Play as Ace.
Lounge	Naghi	Cutscene, Ether	—
Ready Room	Koharu	Mega-Potion	—
Ready Room	Dominion Legionary	Hi-Potion	—
Central Command	Sice	Ether	—
Entrance	Class Fifth Moogle	Hi-Potion	—
Fountain Courtyard	Class First Moogle	Hi-Potion	—
Airship Landing	Class Tenth Moogle	Hi-Potion	—

Tasks

Location	Who	Task	Reward	Note
Armory	Guildsman	Give one Pretty Pelt.	Iron Bangle	Found on Coeurls in Corsi Cave.
Sorcery	Sorcery Researcher	Give one Red Phantoma.	Ferric Ring	—
Central Command	Dominion Officer	Defeat two Vertigo.	Glacies Prima, Vol. II	Vertigo can be found in the forests of the Rubrum Region.
Lounge	Administration Official	Give the Administration Official 100 SPP.	Megalixir	—
Main Gate	Logistics Officer	Give three Potions.	Ether	—
Crystarium	Class Ninth Cadet	Defeat one Striker.	Ignis Primus, Vol. II	Strikers are the Magitek Armor enemies that can be found randomly in battles in the Rubrum Region.
Fountain Courtyard	Enra	Have Rem meet up with Enra.	Phoenix Down	Change your lead character to Rem.
Ready Room	Tokito	Give Tokito a Sexy Swimsuit.	Fulgur Primus, Vol. II	Can be purchased from Corsi's Merchant.

Outside of Akademeia

Location	Who	Task	Reward	Note
McTighe	Amane	Defeat three Lesser Coeurls.	Silver Bracelet	Coeurls can be found in Corsi Cave.
Corsi	Takano	Defeat ten Aqua Flans.	HP Enhancer	Aqua Flans can be found on the plains in the Rubrum Region.
Aqvi	Koki	Give Koki a Fire Shard.	Ferric Ring	Fire Shards can be found from Bombs in Corsi Cave.

For More Information

If you want more information about the Tasks, Expert Trials, and Events in Final Fantasy Type-0 HD, refer to the "Side Quests" section of this guide.

Brave New World

This Free Time session opens up a lot of opportunities for you. You can now freely leave Akademeia to explore the world. Chocobos can now be bred. The Altocrystarium is now open, as is the Arena. You also have far more Events and Tasks than you have time to complete. If you really focus on doing the Tasks, you can get them all finished within the time allotted, but you won't have enough time to take all of Moglin's classes. We'll show you how to do all of the Tasks, but we still suggest you take all of Moglin's classes. Ultimately, the choice is yours.

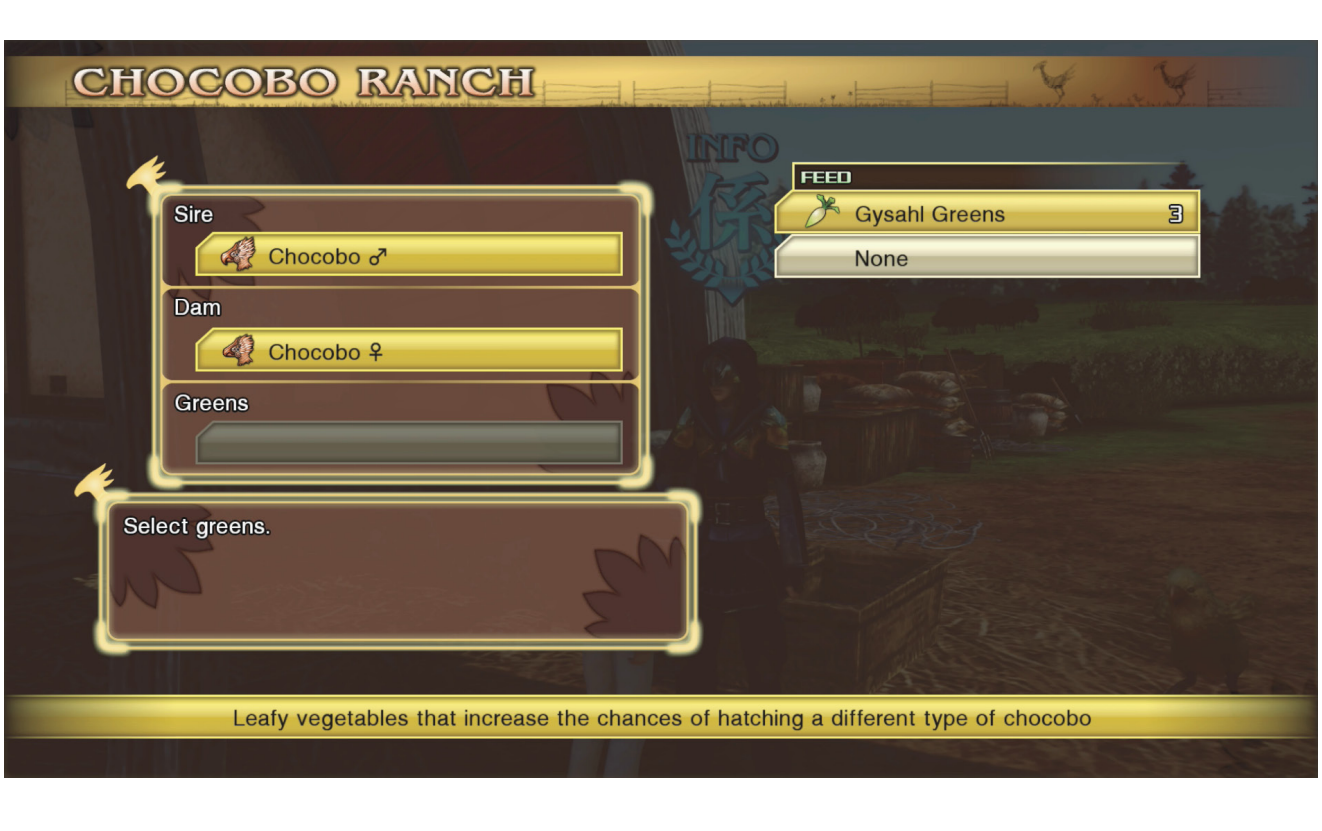
To save you from feeling overwhelmed, we'll go over each of these new additions and what they mean.

Leaving Akademeia

Rubrum Region
Leave Akademeia?
Yes
No
Time to Mission:
1d 6h

You can now leave Akademeia at any point, so long as you aren't on a Mission Day and/or have six or less hours remaining. Tasks will show up in most towns you've liberated, which is a great reason to leave Akademeia, and many of the Tasks you'll have access to in Akademeia will lead you out of the school. Don't leave needlessly, but be prepared to go out and explore at least a couple of times per Free Time.

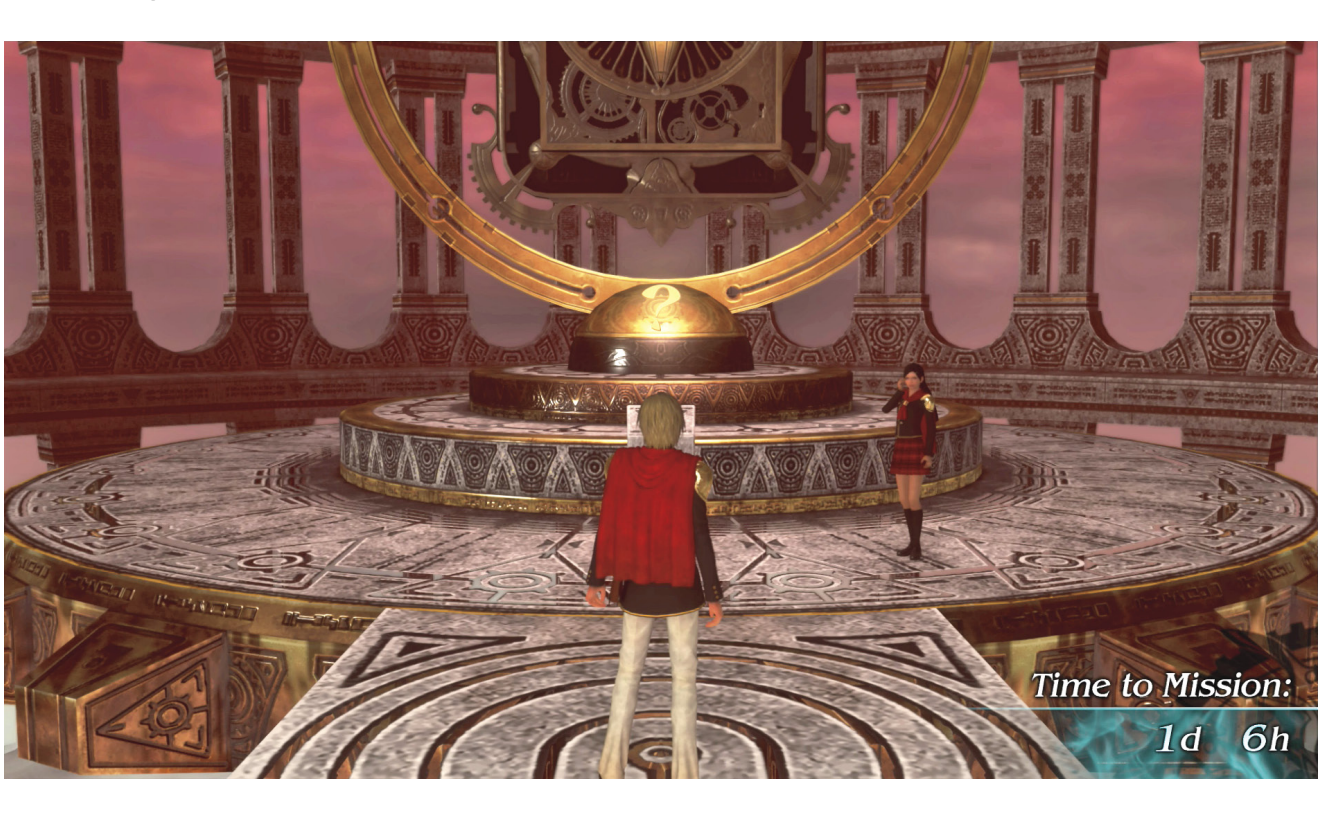
Breeding Chocobos



We're not going to go into too much detail about chocobo breeding here. If you want a more in-depth look, head to the "Type-0 101" section of the guide. For now, what you need to know is that Hishow, the man on the right side of the chocobo stable at the Chocobo Ranch, will breed any two chocobos you own, so long as you have a male chocobo and a female chocobo. What chocobos and Greens you use during breeding will determine what chocobos are born.

Make a point to visit the Chocobo Ranch after every six hours of Free Time to breed chocobos and to pick up any offspring you've bred. You can reach the Chocobo Ranch from the great portal in the center of the Entrance.

The Altocrystarium



This is one of the most important areas in Akademeia, as it lets you upgrade your individual magic spells using the Phantoma you've picked up from fallen enemies or purchased. To upgrade a spell, simply select it while in the Altocrystarium, then scroll to the trait you'd like to upgrade. The top-right corner of the screen tells you what Phantoma you need to upgrade that specific trait. If you have the Phantoma, there is absolutely no reason not to upgrade a spell unless you want to save some Phantoma for another spell.

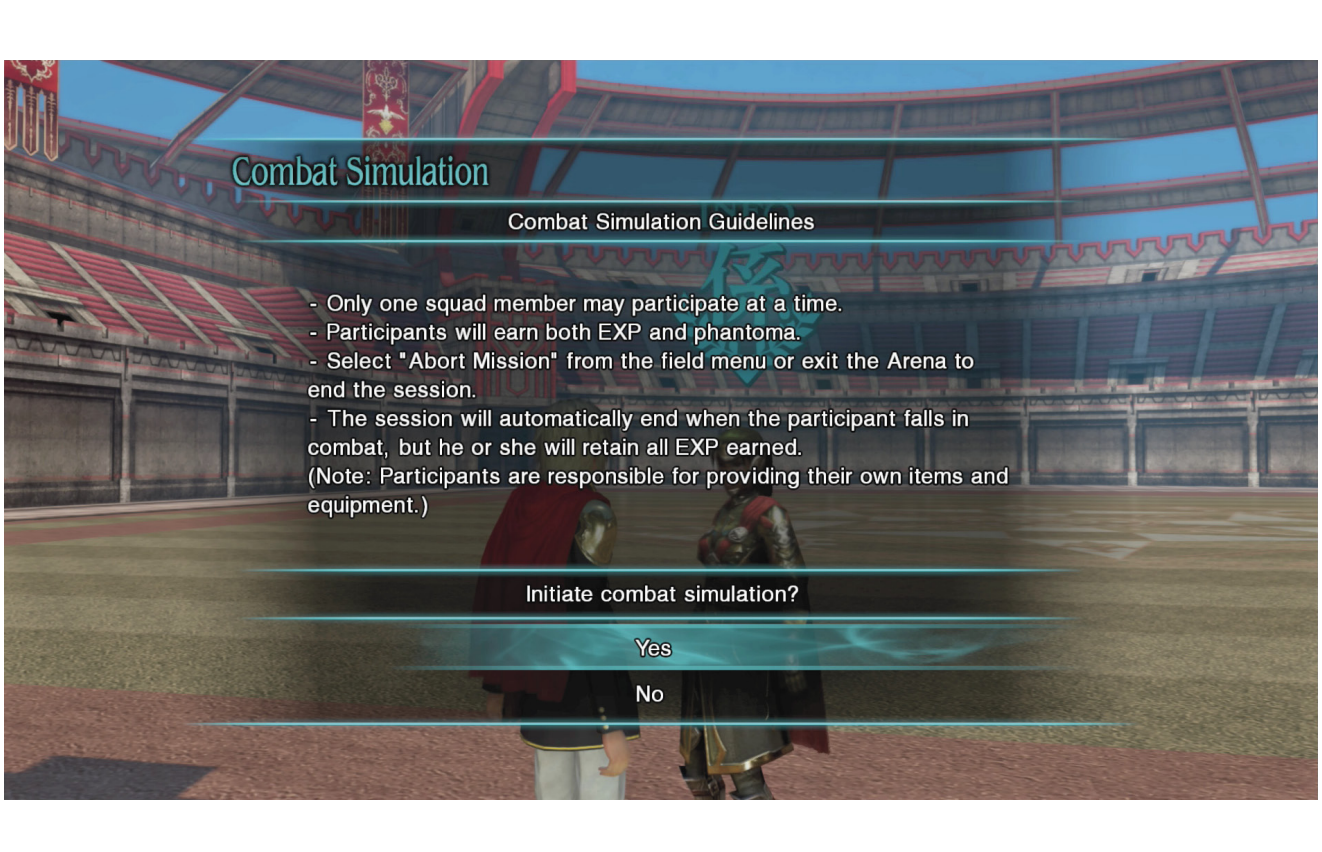
The one catch to upgrading is that every upgrade you perform on a spell decreases the "MP Cost" trait's level, which in turn increases the MP cost of that spell. You can upgrade "MP Cost" to try and counter this, but it will lower a random trait as a result.

Make a point to visit the Altocrystarium often and do your best not to stockpile Phantoma. Once you reach ninety-nine of a Phantoma, you won't pick any more of that Phantoma up until you offload some of them. This means you'll be wasting any Phantoma of that type that you pick up from enemies.

Time to Mission:
1d 6h

You can find the portal to the Altocrystarium in the Hallway leading to Classroom Zero. Simply visiting the Altocrystarium will get you a new spell called Thunder RF, which attacks enemies at mid-range.

The Arena



Combat Simulation

Combat Simulation Guidelines

- Only one squad member may participate at a time.
- Participants will earn both EXP and phantoma.
- Select "Abort Mission" from the field menu or exit the Arena to end the session.
- The session will automatically end when the participant falls in combat, but he or she will retain all EXP earned.
(Note: Participants are responsible for providing their own items and equipment.)

Initiate combat simulation?

Yes

No

The Arena's most important feature is Secret Training, which allows one party member to gain EXP while you're not playing the game. The longer you're away from the game, the more EXP that party member will gain. Make a point to always have a party member in Secret Training whenever you quit the game, if you're in Akademeia of course.

You can also do a Combat Simulation, which allows you to fight against wave after wave of Imperial Troopers and Supersoldiers. This is a more direct way of gaining EXP than Secret Training, and you get Phantoma from any defeated enemies.

You can find the Arena on the west side of the Fountain Courtyard.

Tasks in Akademeia

There are a handful of Tasks that you can do without leaving Akademeia and ticking down the clock. You should always try and knock Tasks like these out whenever you can; the rewards always give you more resources for your next Mission or outing into Orience.

If you picked up the Sexy Swimsuit from Corsi's Merchant, you can take it to Tokito in the Ready Room to get the Fulgur Primus, Vol. II accessory. You can also switch your active leader to Rem and talk to Enra in the Fountain Courtyard to earn yourself a Phoenix Down. If you speak to the Logistics Officer at the Main Gate and give her three Potions, you'll earn an Ether. You can also give a Red Phantoma to the Sorcery Researcher in the Sorcery Room to get a Ferric Ring accessory.

Replaying Missions

FINAL FANTASY 零式 HD
TYPE-0
New Game
Continue
Missions
History
Preferences
© 2011 SQUARE ENIX CO., LTD. All Rights Reserved.
CHARACTER DESIGN: TETSUYA NOMURA

The last Task you can do without leaving Akademeia is an important one. If you take the great portal to the Lounge and speak with the Administration Official, you'll be given a Task to collect 100 SPP. Save your game and then quit back to the Title Screen. Select the "Missions" option and load your most recent save file. A list of the Missions you've already completed will appear, allowing you to play through them again to try and obtain S-Rank on each difficulty level, or, in our case, play a Mission again with SP Support enabled.

When you allow SP into your Mission, they'll replace your party members. They'll stick around for a little bit, or until they are defeated, and they'll accrue SPP (Support Personnel Points) while they defeat enemies or just by being on a Mission with you.

For the Administration Official's Task, you simply need to accrue 100 total SPP and then speak with her again. Play the "The Cadets' First Deployment" Mission again with SP Support enabled and you'll very likely gain the SPP you need in one try.

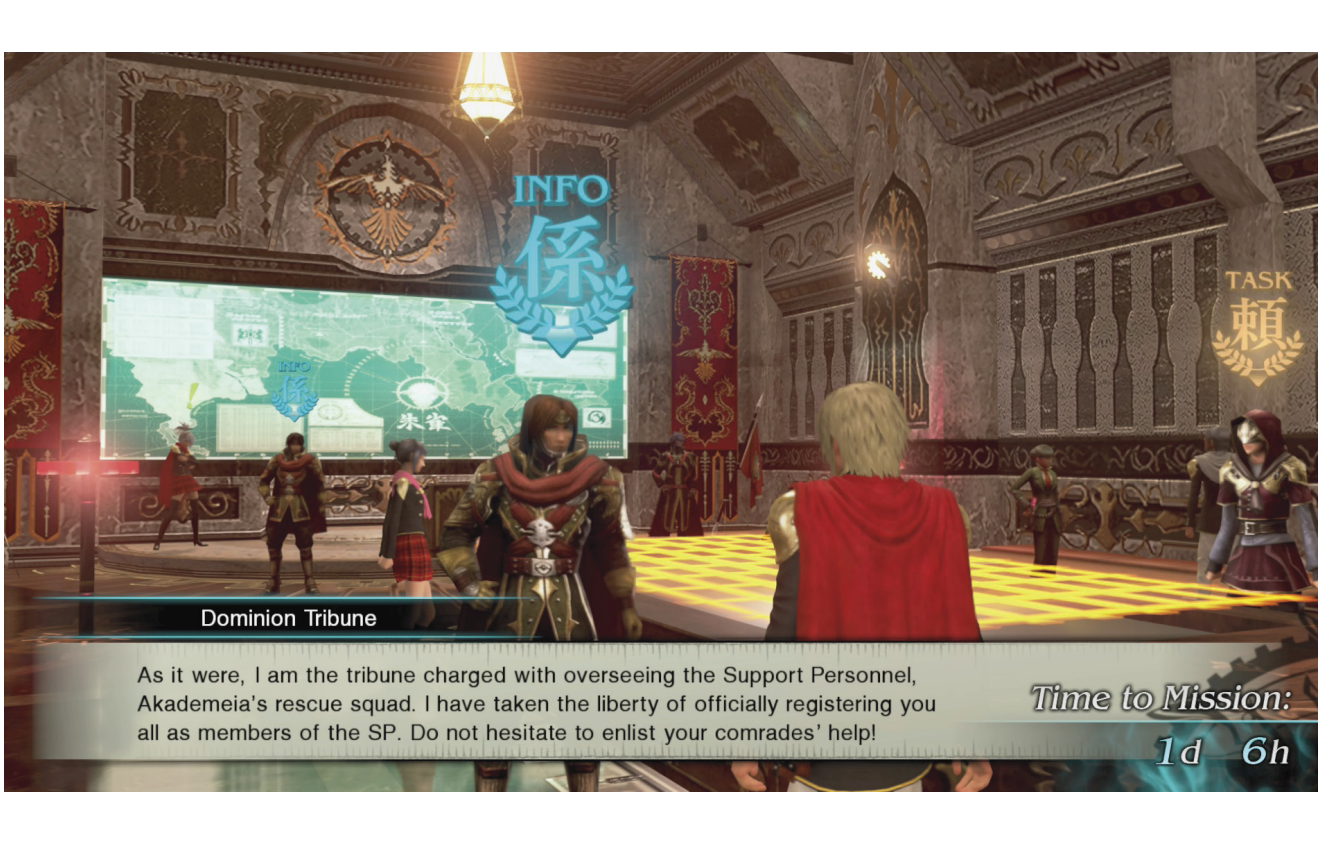
You can, and should, replay Missions as many times as you want. Getting an S-Rank on a Mission will grant you rewards, and you'll also be able to keep any items and EXP you get during a Mission. If you're having trouble with a particular story Mission, you can always replay past Missions to get your party members leveled up.

Once you've accrued 100 SPP, reload your game and head back to the Lounge. Speak with the Administration Official to receive a Megalixir.

Venturing Out

ACE Level 12

What you do with your remaining time is up to you, but we suggest that you take time to do Tasks that involve entering Corsi Cave. This place has enemies that are at a much higher level than any of your team will be, but with some proper planning you should be able to challenge them and survive. You'll earn lots of EXP from adventuring here and, best of all, you can knock out three Tasks in one outing.



Dominion Tribune

As it were, I am the tribune charged with overseeing the Support Personnel, Akademeia's rescue squad. I have taken the liberty of officially registering you all as members of the SP. Do not hesitate to enlist your comrades' help!

You'll want to prepare by accumulating SPP through redoing Missions, and then heading over to the SPP Merchant in Akademeia's Central Command to buy up each of the available SPP weapons for your party members. That'll take a lot of time, but it will also get your party's level up enough to handle Corsi Cave. If grinding is not your style, you can still give Corsi Cave a try as you are. Fight enemies until your party is nearly wiped, use a Teleport Stone, enter a town to revive all of your party members, and then head back to Corsi Cave to try again. This will also net you plenty of levels to get you ready for the next Mission.

Do It All

If you want an in-depth explanation of Corsi Cave, head over to the "Side Quests" section of the guide.

Mission Time!

Chocobo ♀
ACE Level 12

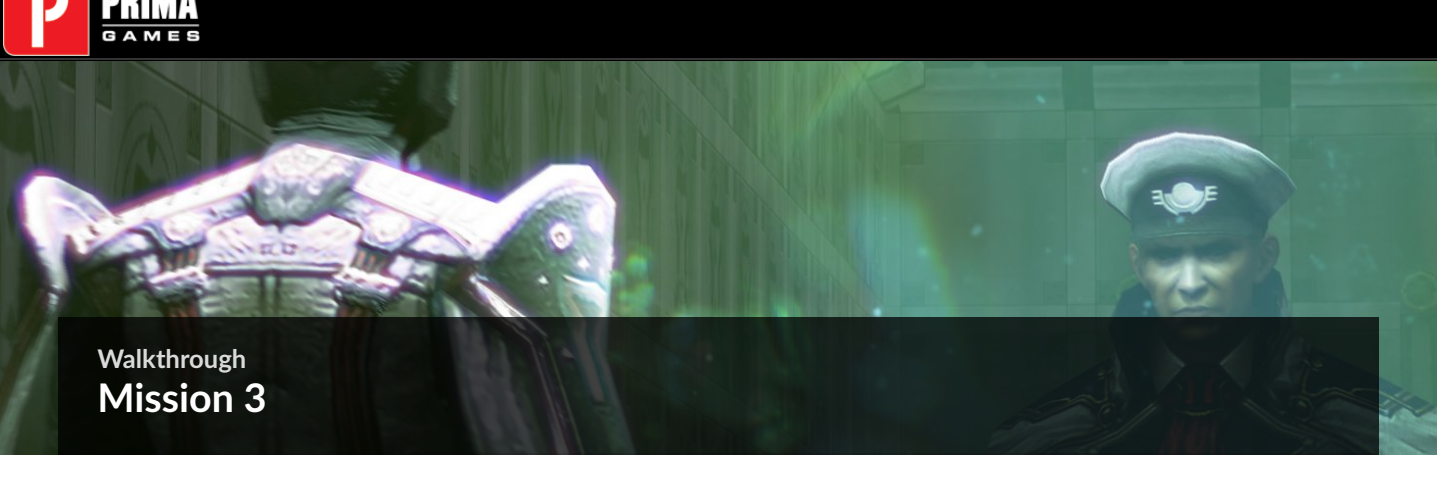
To truly start this Mission, you'll first need to make your way to Togoreth, which is in the Togoreth Region, north of Corsi. Be very careful when exploring regions beyond Rubrum. Large monsters of varying types roam around the world map in other regions, including Togoreth. Togoreth's monster of choice is the Tauricorn: a quadrupedal, spike-shouldered giant that is level 99. Bumping in to one of these goliaths while roaming Togoreth Region's plains and forests is a guarantee that one of your party members is going to die. In fact, all of the large monsters that appear on the world map will be at level 99, and they'll attack until your active leader has been KO'd, or until the monster is defeated. You can attempt to stem the damage by immediately switching to the party member in your three-man squad that is the least vital, but your best bet for avoiding trouble is staying away from these monsters altogether. Luckily, chocobos can easily outrun the lumbering beasts, so try to stay on a chocobo at all times if you're just trying to get from one point to another.

Chocobo Hunting

Any location that has giant monsters roaming will also have chocobos wandering around. If you approach a chocobo you'll capture it and add it to your chocobo supply. Make a point to capture chocobos whenever they are nearby to keep your stock full.

Chocobo ♀
ACE Level 12

To find the city of Togoreth while in the Togoreth Region, you need to head to the left side of the large, sloped hill that is directly in front of you as you enter the region. Once you've reached the city, you'll be given the Mission prompt again, which will allow you to decide one last time if you're ready. If you are, enter Togoreth. Just be ready for a tough fight; this Mission is a real challenge.



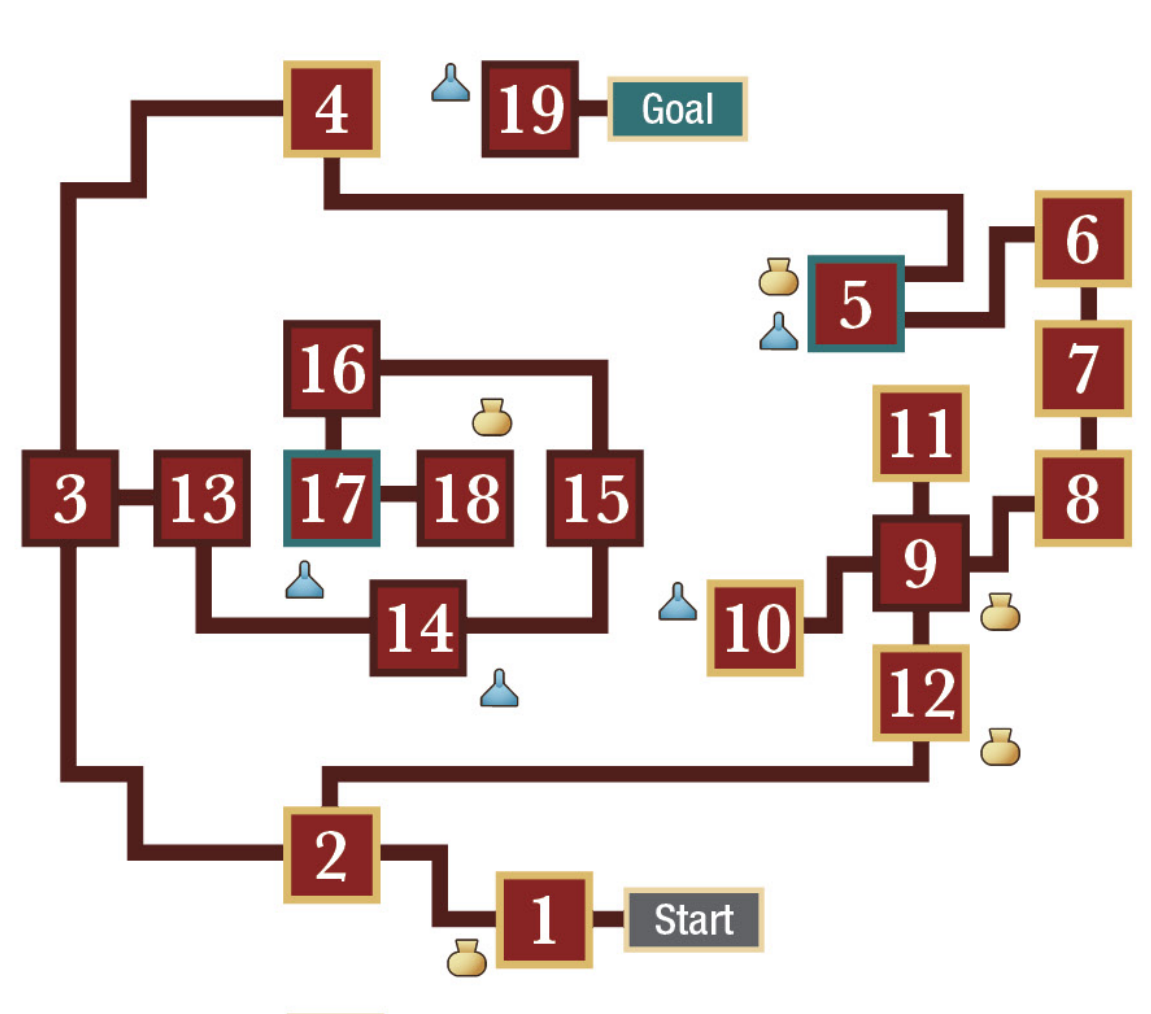
Walkthrough

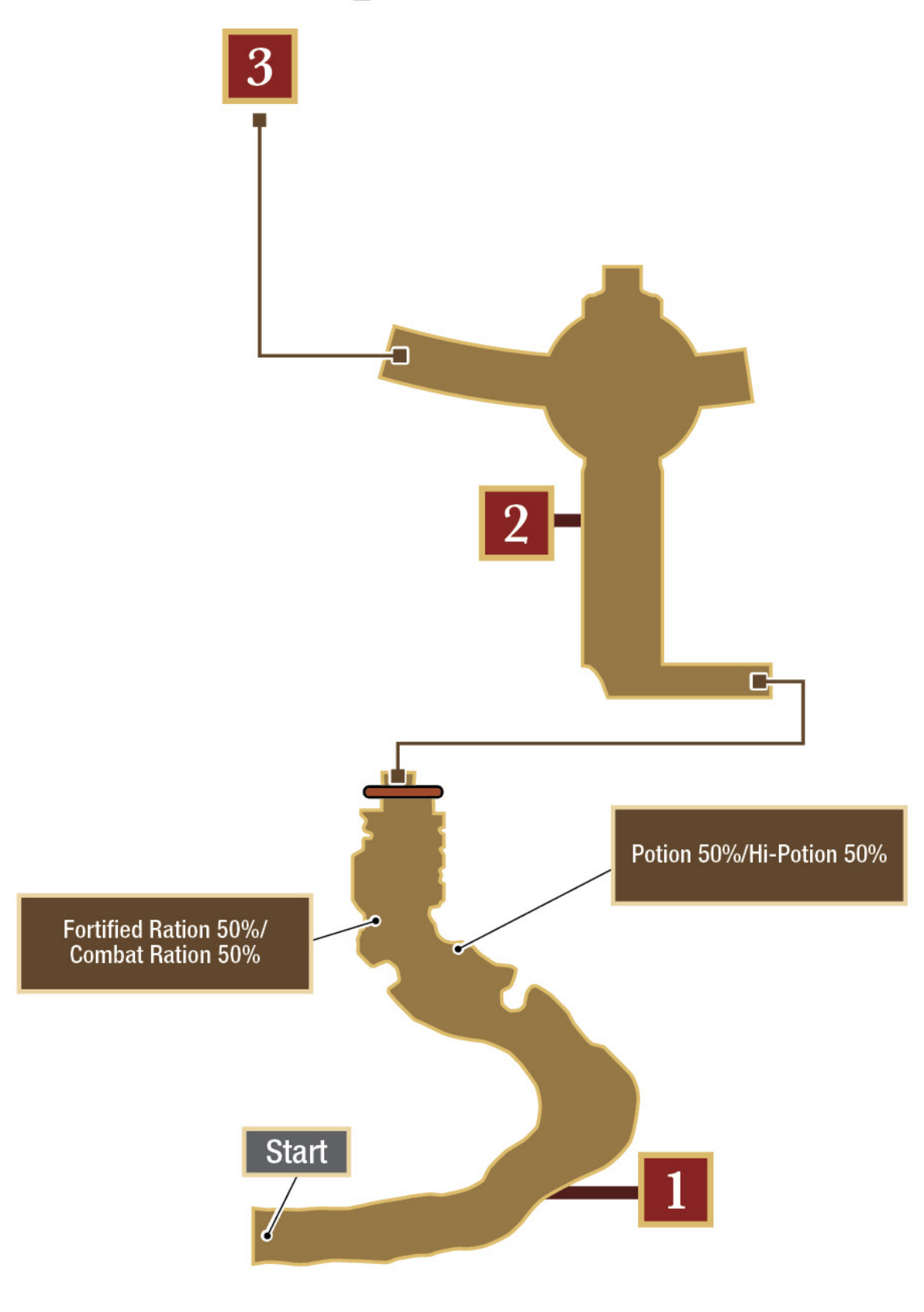
Mission 3

The Capture of Togoreth Stronghold

Mission Level: 13

S-Rank Requirements		
Time	Phantoma	Casualties
25:00	90	0





Level 13 Lieutenant Bancroft
Magicite Pistol
Elementillery
Blizzard BOM
Cure
CATER Level 12
Primed
QUEEN
JACK

1 Main Gate

Two Militesi Coeurls and an Imperial Trooper are near the bottom of the S-shaped slope, waiting to greet you. At the top of the slope are two more Coeurls and another Trooper. As soon as you step foot into the confines of the concrete structure, three more Coeurls and a CO appear. There are gunners in the windows on either side of the structure, but taking out the CO swiftly will save you the trouble of having to deal with them. You're going to want to take out the CO as quickly as possible if you're doing the SO for this area.

Special Order

Defeat the imperial leader at the gate using your active leader.

Time Limit: 3:00

Effect: Aura 1:30

Reward: Elixir

2 Central Stairwell

Special Order

Defeat the imperial leader at the ramparts using your active leader. (Need a ranged character.)

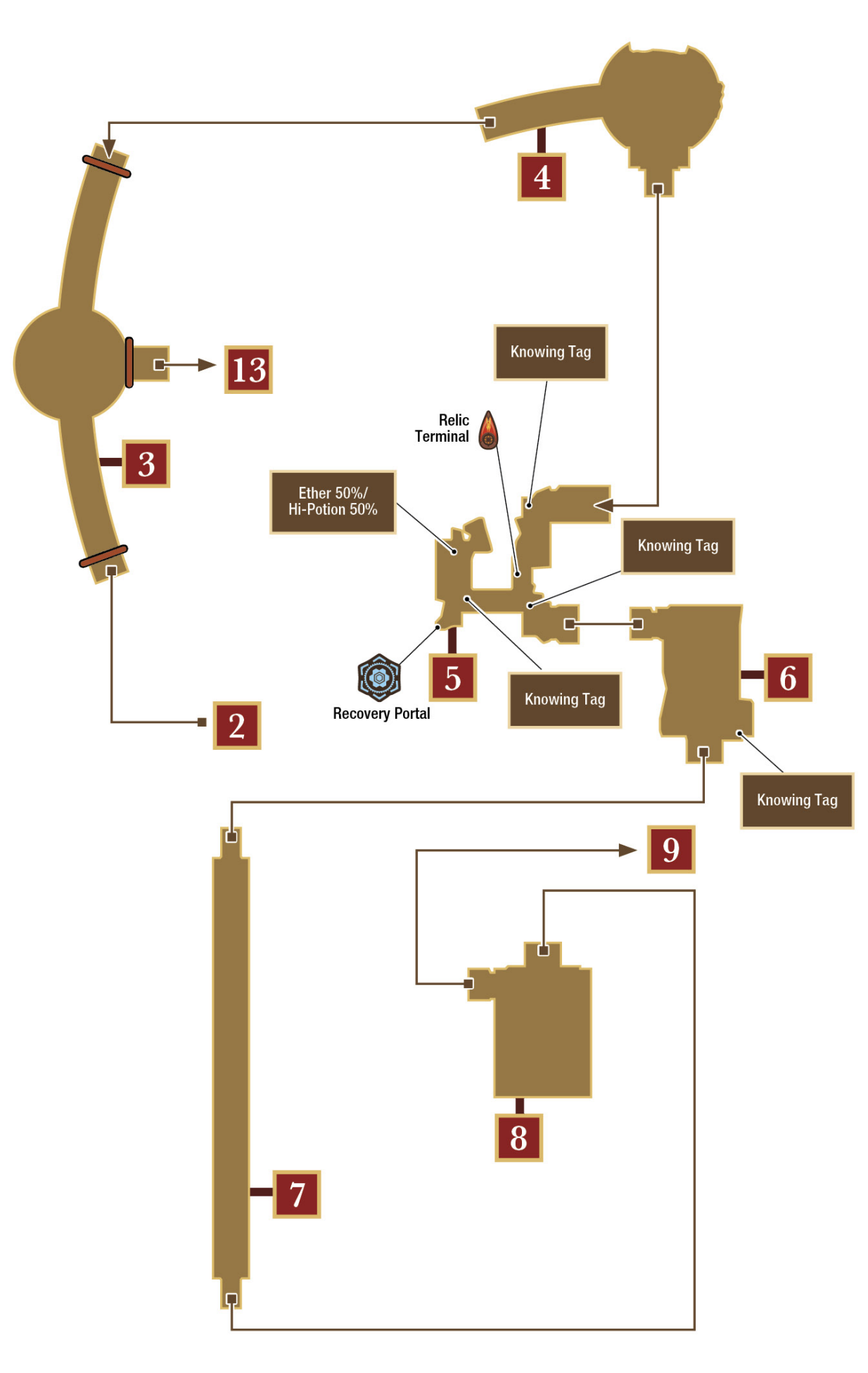
Time Limit: 3:00

Effect: Invincible 0:30

Reward: Ignis Tertius, Vol. I

In the center of the room are two Nymurods; three Imperial Troopers will pour out of the gate behind them. Three more Imperial Troopers each line the left and right walls above the north gate. The CO is walking along the wall on the left side of the gate–you'll have to use Lock-On and begin switching targets with the Right Analog Stick until you've targeted him to attack him. If you took the SO, you'll have invincibility for thirty seconds. If you want to end this fight quickly, immediately race up to the left wall and try to target the CO to take him out. There are experience and Phantoma to be gained here, if you're willing to stick it out.

Once you've cleared the room, head through the west passage.



3 West Stairwell

Special Order

Endurance Test: Allow no casualties.

Time Limit: 1:00

Effect: Protect 0:15

Reward: Magic: Fire ROK-II

This is one of the harder rooms in the game. Once you reach the center of the room, the device (called a Channelgate) that is blocking the passage on the right will activate and block the only ways in and out of the room. Shortly after, a Golem appears that will kill any of your party members in a single hit. You need to either destroy the Channelgate and risk attacks by the Golem, or you need to avoid the Golem for a minute while waiting for the entrance and exit to open again.

Level ??? Golem
Charge Level-II
Elementillery
Blizzard BOM
Cure
CATER Level 12
Primed
QUEEN
JACK

Cater
Huh? What are they locking us in here for!?

If you plan on completing the SO in this room, you'll need to get as far away from the Golem as possible. The hard part is keeping your party alive, since they tend to attack any enemies regardless of how strong. If you run to the north passage immediately after starting the SO, you can wait it out until you've completed it; the Golem is far too slow to reach you before you complete the SO.

After a minute, head through the north exit.

Patience

The SO won't pop up until the Golem is on the field, so make sure to reject any SOs that don't match the one listed above if you want to be able to do it.

4 North Gate

A Warrior CO and a couple of Imperial Troopers are in the middle of this area. After you've defeated them, head through the south passage.

Special Order

Defeat three Imperial Troopers using your active leader. (Make sure not to kill the CO until this is finished.)

Time Limit: 1:00

Effect: Invincible 0:30

Reward: Feathered Cap

5 Second Laboratory (Safe Zone)

There isn't much to do here except grab the items scattered around the room, save, and use the Recovery Portal to heal up. When you're finished, head through the southeast exit to the Matériel Storage.

6 Matériel Storage

Special Order

Cover Practice: Protect the dominion legionary.

Time Limit: 1:00

Effect: Protect 0:30

Reward: (Ace's Weapon) Lustrous Deck

There are a couple of Militesi Coeurls and a Supersoldier CO when you first enter the area. If you picked up the SO, race toward the CO and kill him swiftly to complete it.

7 Inner Corridor

There are two Imperial Troopers in the center of the hall and two on each side of the hall's upper level. If you take the SO, you'll need to defeat the two Troopers in the hall's center immediately to get the Warriors to appear. Whenever the Warriors do a shoulder-press, a Killsight opportunity will appear. Using a ranged character for this makes it a lot easier to avoid getting cornered by both Warriors. Wait for the shoulder-press, then immediately attack.

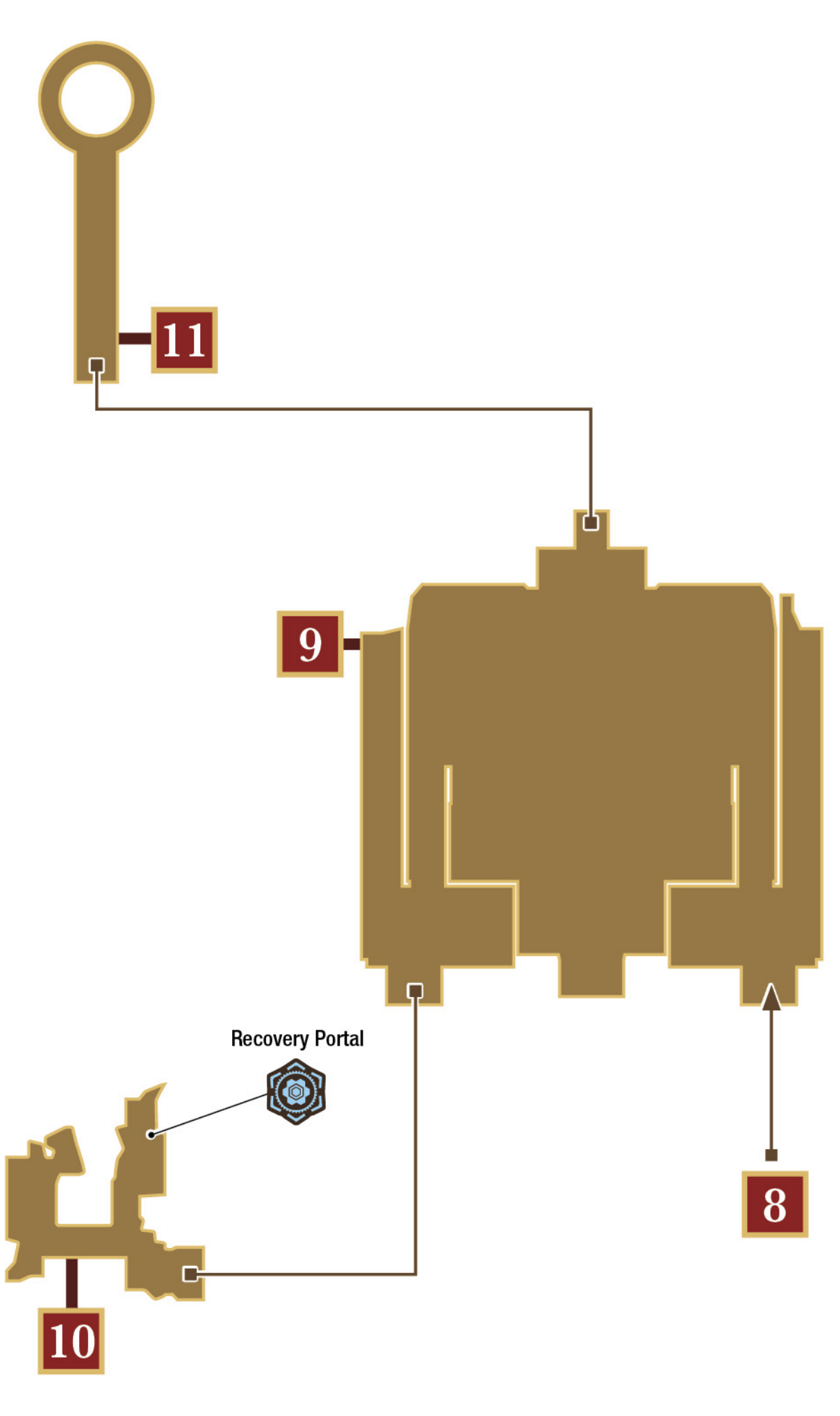
Special Order

Score Killsight strikes on two Warriors using your active leader.

Time Limit: 1:00

Effect: Protect 0:30

Reward: Megalixir



8 Sample Depository

Approach the NPC in the center of the room and speak with her to be given a Summoning Permit and your first Eidolon, Ifrit. Eidolons are incredibly powerful monsters that you can summon with the sacrifice of your active leader. They'll replace him or her for limited time and also act as another party member if you stop controlling them. Because of the sacrifice of a party member, using Eidolons should be a last resort and should never be used if you're trying to S-Rank a Mission.

For this room, hold off on using an Eidolon; the next room will be much easier if you wait. For now, defeat the Demonicorns and Troopers that pour into the room, then head through the west passage to the Dynamo Access.

9 Dynamo Access

Special Order

Take down the Golem using your active leader.

Time Limit: 1:00

Effect: Invincible 1:00

Reward: Mythril Gloves

Level ??? Golem
Katana
Reflex
Fire RF
Block
JACK Level 13
CATER
Primed
QUEEN

Dominion Legionary
We've taken too much damage! Disable their defense system at once!

On the north side of the room is another Channelgate blocking access to your destination. Another Golem is also roaming around in the center of the room. You need to destroy the Channelgate while avoiding the Golem. This would be a good time to summon Ifrit, as he will give you a better chance of surviving the Golem's attack. In addition, Ifrit's damage output will make destroying the Channelgate go much faster.

To avoid Ifrit's death at the hands of the Golem, summon him while at the top of the stairs and use Meteor Strike on the Channelgate until its health is at one bar. Head down and finish the Channelgate off with melee attacks; the Golem won't have enough time to kill Ifrit before you destroy the Channelgate.

Completing the SO during this playthrough is pretty much impossible, so don't worry about it right now. Just get out of the room as quickly as possible.

11 Central Dynamo (Safe Zone)

Approach the dynamo and shut it down. After the dynamo shuts down, the security system for the base will be shut down, which will disable the Channelgates from summoning Golems in the base. A Relic Terminal and a Recovery Portal appear after the dynamo is disabled.

9.2 Dynamo Access Revisited

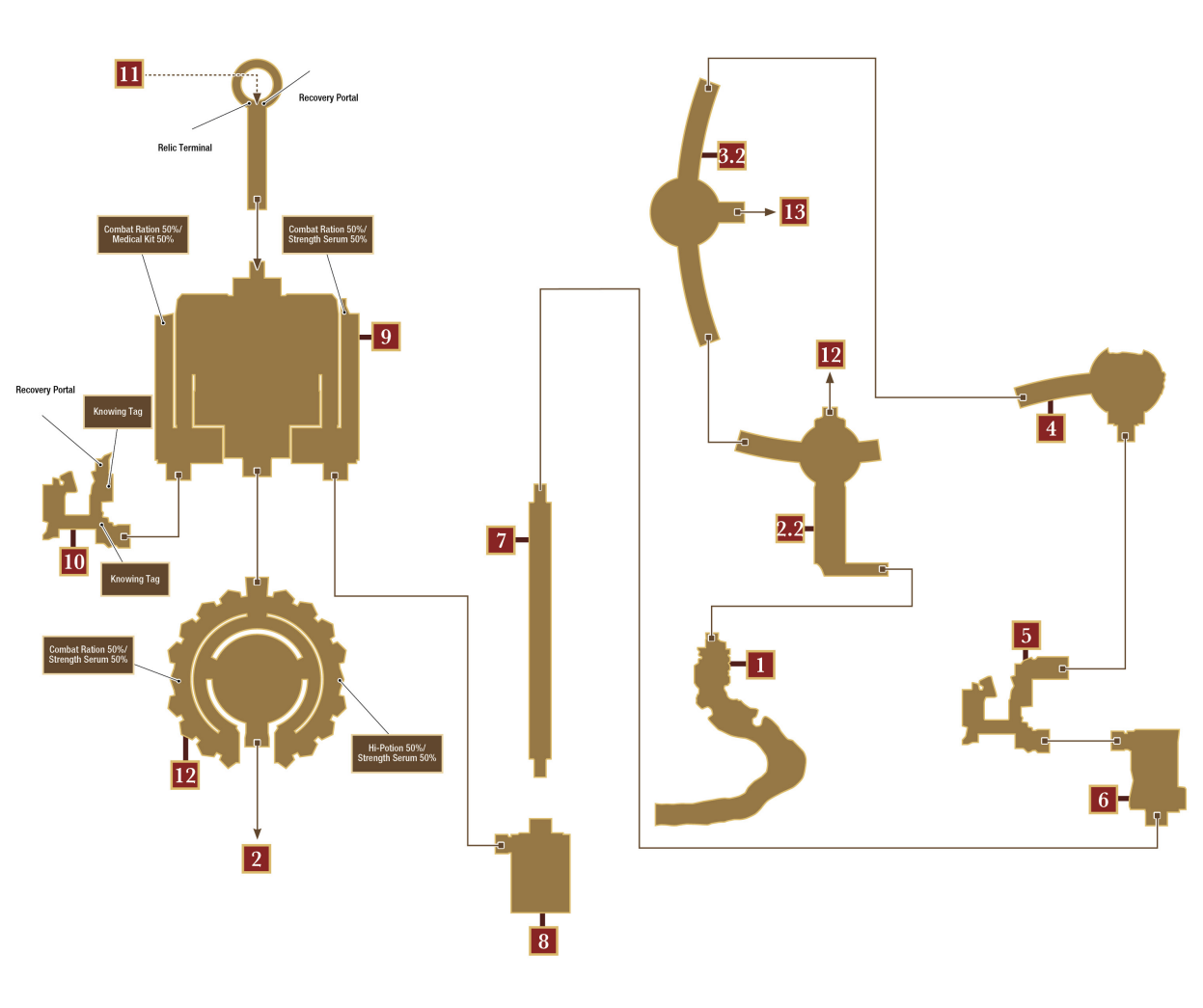
Several Coeurls and Imperial Troopers flood into the room while the Warrior CO sits in the southeast corner of the room. You'll need to head through the south passage to enter the next area, but you need to defeat the CO before the door will open.

Before heading through the south passage, you can head up the western staircase and proceed through the door in the southwest corner of the room to reach area 10.

10 First Laboratory(Safe Zone)

12 Stronghold Core

There are lots of Imperial Troopers in this room, but if you don't want to fight off the enemy forces, you can just head through the south passage to reach the Central Stairwell.



2.2 Central Stairwell Revisited (Safe Zone)

There isn't much to do here, but if you want to complete another SO that has an item as a reward, just head south back to area one and complete the SO listed below.

When you're finished with 2-2, head through the west passage to re-enter the West Stairwell.

Special Order

Harvest five Phantoma from imperial troopers using your active leader.

Time Limit: 2:00

Effect: Freecast 0:15

Reward: Ballistic Armor

3.2 West Stairwell

The West Stairwell is packed with Imperial Troopers, and a Mid-Sized Carrier is hovering next to the center of the area. Use a ranged character and shoot down the Carrier, then head through the east passage to reach the West Stairwell [2].

1:35
Katana
Reflex
Fire RF
Block
JACK Level 13
CATER
Primed
QUEEN

You can also head through the north passage and complete the SO listed below to earn yourself a Megalixir. You don't need the Troopers to actually be fleeing when you hit them with a Killsight strike for it to count. You'll also need to look over the left side of the center of the map to find most of the soldiers that you need to hit Killsight on.

Head to the West Stairwell [2] when you're finished.

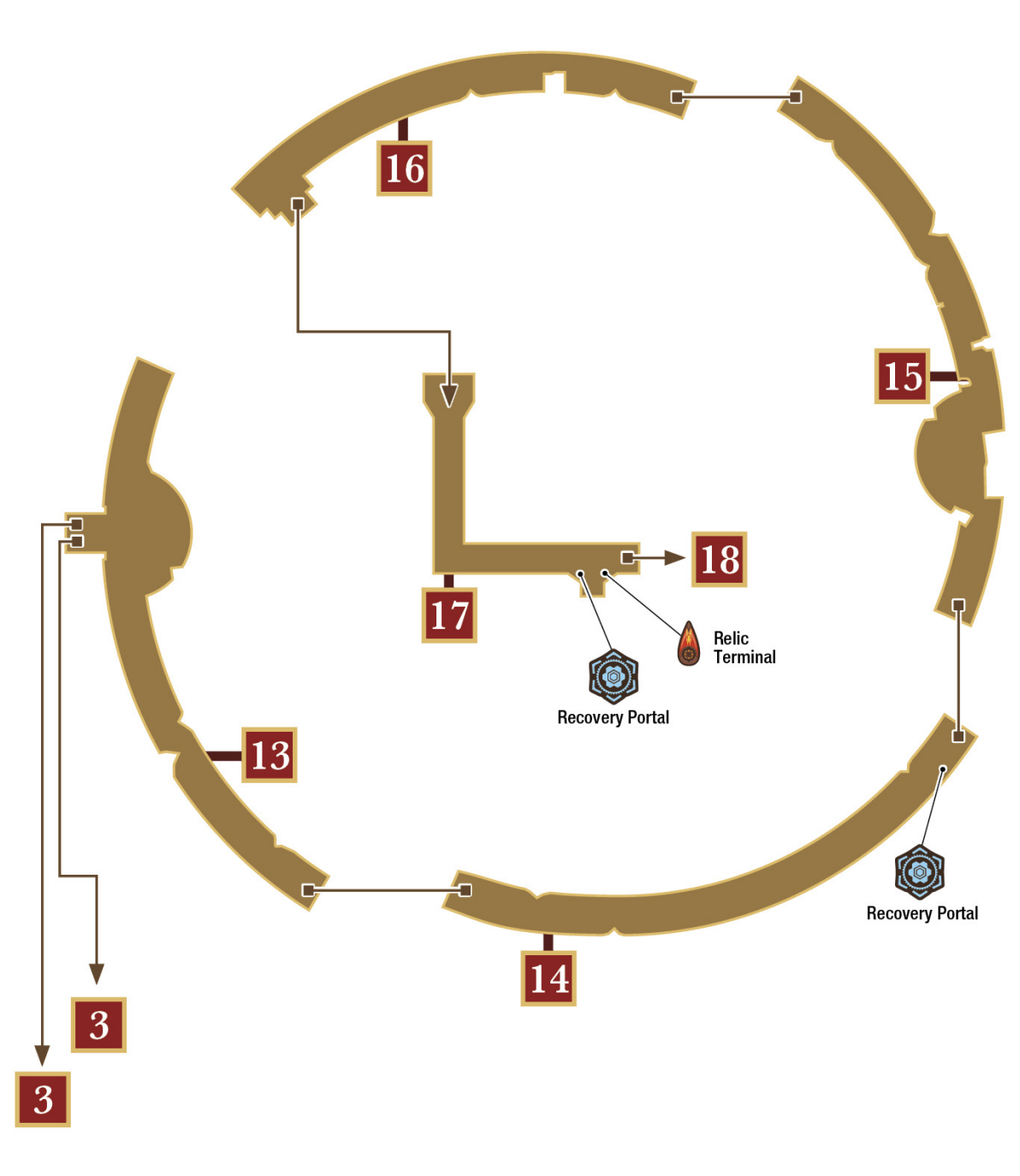
Special Order

Score Killsight strikes on seven retreating troopers using your active leader.

Time Limit: 2:00

Effect: Freecast 0:15

Reward: Megalixir



13 West Stairwell [2]

Special Order

Take down three Warriors using your active leader.

Time Limit: 1:30

Effect: Invincible 0:45

Reward: Firewyrm Armlet

There are plenty more Troopers in this room, along with several Warriors. You'll need to wait for the Warrior CO to enter the field before you can defeat him and exit the area.

14 South Concourse

This room is loaded with Coeurls. You'll also have to contend with a Mid-Sized Carrier that is looming over the right side of the area. After you defeat a few of the Imperial Troopers, a Supersoldier CO will enter the field. In order to exit the area you'll need to defeat him.

15 East Stairwell

If you're looking to complete the SO for this area, you'll need to ignore the Troopers in front of you and race to the other side of the room. Find and defeat the Warrior CO, then turn back around and inspect all of the surrendered soldiers. You'll very likely find an item that can be used in battle, so long as there is a decent amount of surrendered soldiers on the field.

When you're finished, head through the northwest pass to reach the North Stairwell.

Special Order

Acquisition Challenge: Search surrendered troopers for an item that can be used in battle.

Time Limit: 2:00

Effect: Invincible 0:45

Reward: U1-Shock Damper

16 North Stairwell

Special Order

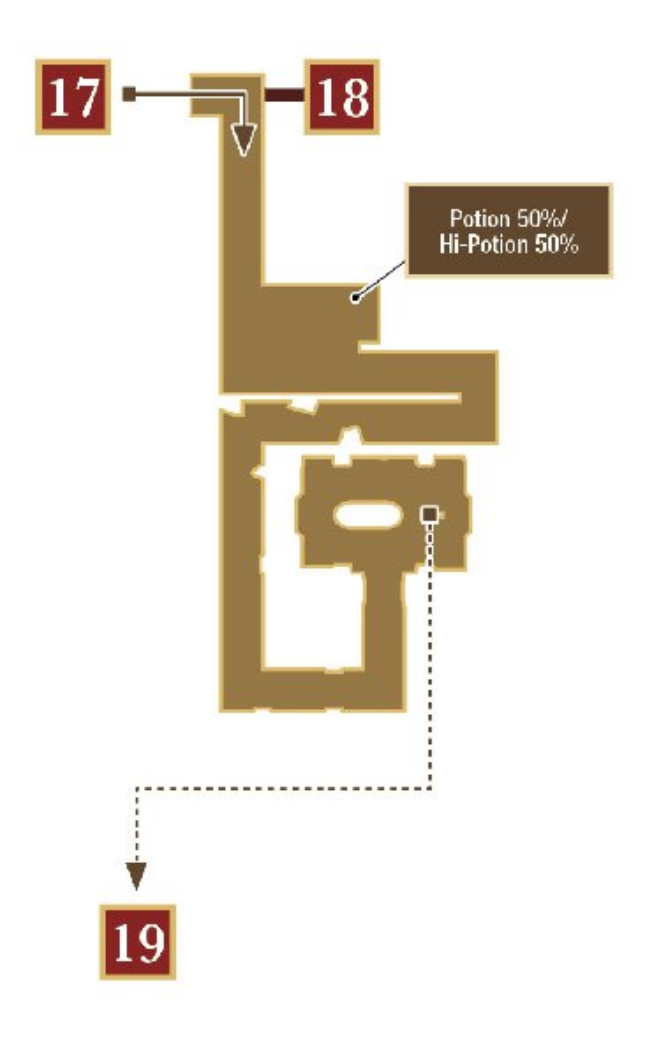
Take down three enemies using your active leader.

Time Limit: 1:00

Effect: Invincible 0:30

Reward: Metal Gloves

Several Imperial Troopers litter the North Stairwell, and a Nymurod is lying in wait for you in the center of the room. Focus on taking out the Nymurod; Commander Schmitz is in this room and he'll provide buffs like Rage to the other enemies in the room until you defeat the Nymurod—he'll flee after the Nymurod has been defeated, cowardly as he is. Defeat the remaining enemies to complete the SO, then head to the top of the stairs to reach the passage to the next area.



17 Upper Corridor (Safe Zone)

Use the Recovery Portal and save your game to prepare for the next room. The commander of the base is in the next room, and he can hit rather hard.

Make sure you have a ranged character with lightning magic. The boss fight is coming up and you'll have a massive advantage if you are prepared. Just don't bring Trey as your ranged character; he won't be able to keep up with the boss's speed.

18 Imperial Command

Head up the passage until you reach the conference room. There are several Imperial Troopers who attempt to impede your progress. Once you reach the conference room, you'll have to face off with the CO, an Imperial Trooper, and a Supersoldier.

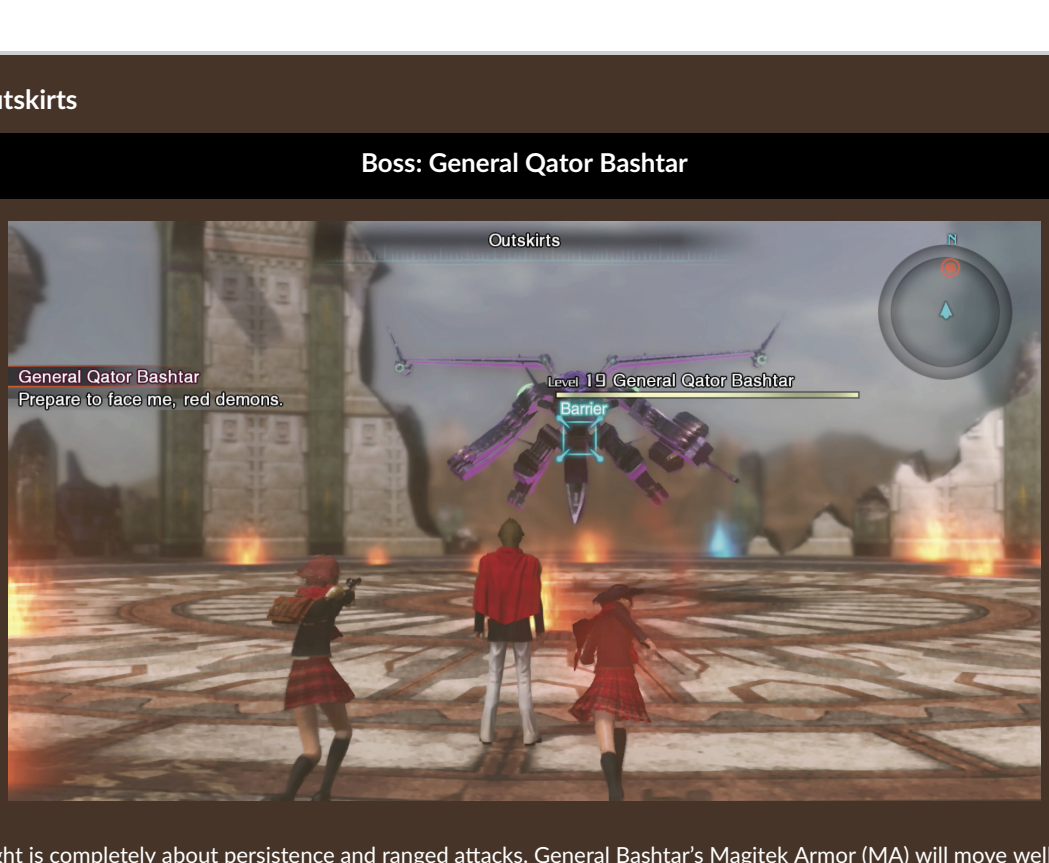
Focus on taking out the Trooper and Supersoldier first. You can use the end of the hallway leading into the conference room as cover. Hide behind the corner, pop out with a ranged character, fire a few shots, then go back to cover before you can take a hit.

52
54
Katana
Reflex
Fire RF
Block
JACK Level 14
CATER
Primed
QUEEN

On that note, the CO doesn't do much that a Trooper doesn't do, but his attacks do far more damage and he isn't easily staggered by your attacks. Expect counterattacks after each of your attacks. Try a stick-and-move approach by attacking once or twice and then dodging. Get a feel for his attack pattern, so you can more safely dodge his attacks, and don't be afraid to burn through your Potions to survive this fight. A melee character is much better suited for this fight; ranged characters tend to get knocked over by the CO's shot before doing a significant amount of damage themselves.

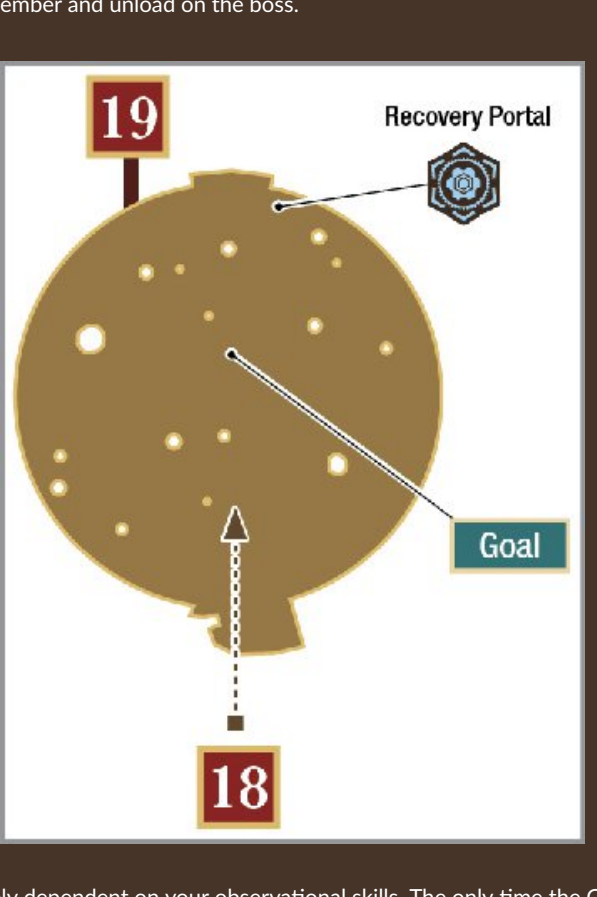
19 Outskirts

Boss: General Qator Bashtar



General Qator Bashtar
Prepare to face me, red demons.

This fight is completely about persistence and ranged attacks. General Bashtar's Magitek Armor (MA) will move well beyond the speed of any of your characters, so landing even a single melee attack will be a massive challenge. Instead, switch to your ranged squad member and unload on the boss.



Dodging his moves is completely dependent on your observational skills. The only time the General stops zig-zagging around the room is when he attacks. Simply dodging as soon as he stops is usually enough to avoid an attack, but that's not a guarantee to avoid everything. The truth is that he moves too fast to predict what he's going to do next and then respond to it. Your best bet is to fire at him non-stop until he stops, then dodge and continue firing. If he lowers himself closer to the ground, he'll very likely perform a shoulder-press, which will end with a Breaksight opportunity. If you land a Breaksight strike, General Bashtar's MA will drop to the ground, offering you plenty of time to wail on him with your melee character.

Level 19 General Qator Bashtar
Charge Level-I
Elementillery
Blizzard BOM
Cure
CATER Level 14
QUEEN
JACK

Tachinami
We need you to take care of the unidentified magitek armor immediately!

Bashtar performs a couple other moves that give you a Breaksight strike opportunity, but they all involve Bashtar being lower to the ground and you having excellent reflexes. If you do happen to find yourself in trouble, you can always use the Recovery Portal on the north side of the map.

After a certain amount of time it will begin to rain, which will limit the effectiveness of fire attacks, but boost the power of lightning attacks. Use this to your advantage by hitting Bashtar with lightning when it starts to rain.

If you haven't used Ifrit yet, he's also excellent for this fight. He can do a fair bit of damage without the need of a Breaksight opportunity.

It only takes knocking Bashtar's MA out of the air two or three times, followed by a flurry of attacks to finish him off. Once he's been defeated the Mission is complete.

Mission Accomplished

Completing this Mission will net you the Ice Eidolon, Shiva. You can only bring one Eidolon with you at a time, and you'll have to make the choice when you're selecting your party for a Mission. Don't worry: Eidolons are powerful enough that you'll deal plenty of damage no matter who you bring.

Walkthrough

Chapter 3: Weapons of Mass Destruction

Before you start your next Free Time session, head to Central Command and report to Kurasame. He'll give you permission to continue using Eidolons and the Triad Maneuver.

Triad Maneuver

The Triad Maneuver allows you to perform a triple-attack if all three of your squad members are alive and you have a full AG bar. It is performed during battles in the same way you summon an Eidolon, but this move doesn't take the life of anyone except the enemy you've targeted. Each of your squadmates will perform a move specific to them alone to deal massive damage, and standing close to the enemy while activating the Triad Maneuver will freeze any enemy in place for a brief amount of time to allow you to get off a few additional attacks.

This attack is the one we suggest you use whenever you're trying to obtain S-Rank in a past Mission.

With that out of the way, let's get started with your first Free Time session for Chapter 3.

Events, Tasks, and Expert Trials (First Break—4 Days)

Moogle Classes

FGHT-101: Survey of Battle Basics	10,000 EXP
MAGC-101: Survey of Basic Magic	Magic Power +1
DFMG-101: Elementary Defense Magic I	Defense Magic +2
HPUP-100: Introduction to Health	Max HP +20

Events

Location	Who	Reward	Note
Main Gate	Class Sixth Moogle	Hi-Potion	—
Fountain Courtyard	Orderly	Glass Pendant	Allows you to get an Accessory later.
Airship Landing	Class Fourth Moogle	Hi-Potion	—
Crystarium	Quon	Cutscene, Turbo Ether	—
Crystarium	Tachibana	Hi-Potion	—
Central Command	Trey	Mega-Potion	—
Central Command	Dominion Legionary	Hi-Potion	—
Back Garden	Bench	Cutscene, Elixir	You need to be playing as Ace to start this Event.
Back Garden	Cater	Ether	—
Armory	Mutsuki	Cutscene, Mega-Remedy	—
Sorcery	Dr. Al-Rashia	Cutscene, X-Ether	You need to be playing as Rem to start this Event.
Armory /Kazusa's Lab	Kazusa	Cutscene, Etc.	There must be 6 or less hours left in the day in order to talk to Kazusa. Refer to the Side Quests Section of this guide for details.
Lounge	Carla	N/A	Give her 1000 Gil.
Lounge	Akagi	Hi-Potion	—
Terrace/Sorcery	Emina/Sorcery Researcher	Cutscene, Etc.	There must be 6 or less hours left in the day in order to do Emina events. Refer to the Side Quests Section of this guide for details.

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give the Logistics Officer three Ethers.	5 X-Potions	—
Crystarium	Class Ninth Cadet	Take one prisoner by defeating Imperial COs in the North Togoreth Region forests.	Ballistic Shield	You must accept the Expert Trial "United Front" to get access to North Togoreth and complete this Task.
Crystarium	Provost	Recover Akademeia's entire history.	Wizard's Hat	Open the treasure in the first room in Corsi Cave.
Hallway	Dr. Al-Rashia	Defeat three enemies with Fire RF.	Magic Power +3	Can be done in the Arena in a Simulated Battle.
Central Command	Dominion Legionary	Defeat six Perkunas.	Copy of Aegis Veritas	You need to accept the United Front Expert Trial to get access to the North Togoreth Region at this point.
Central Command	Kurasame	Land ten Killsight/Breaksight strikes and report back to Kurasame.	10,000 EXP	—
Armory	Guildsman	Give three jugs of Tree Sap to the Guildsman.	Shock Shield	Defeat Capparwires in Togoreth Region.
Sorcery	Sorcery Researcher	Give three Green Phantoma to the Sorcery Researcher.	Argentic Ring	—
Lounge	Administration Official	Give 300 SPP to the Administration Official.	Fulgur Secundus, Vol. II	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Mi-Go	Moto	Defeat ten Hundlegs.	Aegis Tertia, Vol. II	Plains in Togoreth Region. South of the bridge is Keziah.
Keziah	Nenji	Defeat four Bombs.	Three Blaze Armlets	Northern Corridor

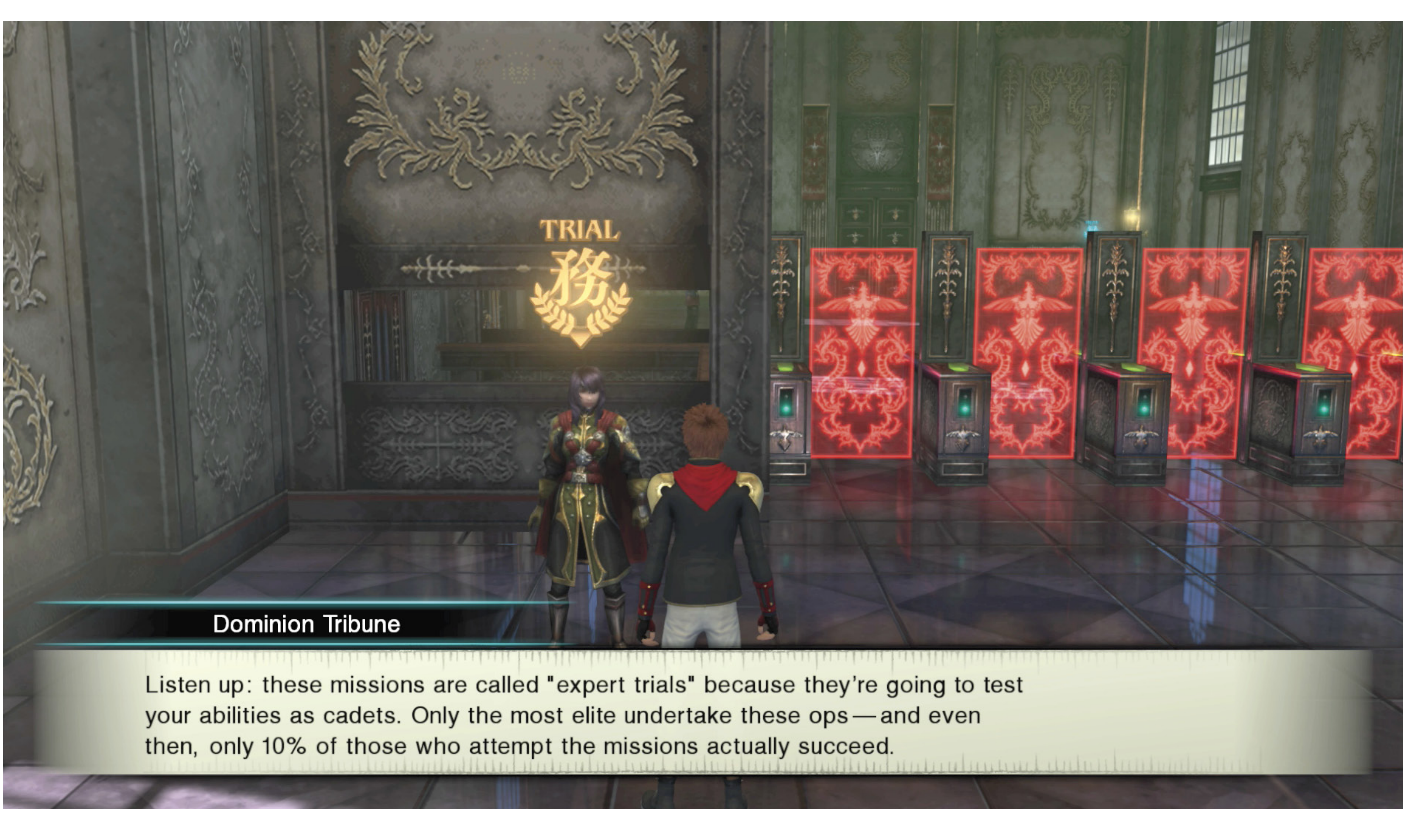
Expert Trials

Name	Level Requirement	Instructions	Note
The Keziah Diversion	Level 35	Send a squad of four to Keziah as a diversion.	Second playthrough
United Front	Level 36	Reclaim Mi-Go.	Second playthrough

For More Information

If you want more information about the Tasks, Expert Trials, and Events in Final Fantasy Type-0 HD, refer to the "Side Quests" section of this guide.

Expert Trials



Dominion Tribune

Listen up: these missions are called "expert trials" because they're going to test your abilities as cadets. Only the most elite undertake these ops—and even then, only 10% of those who attempt the missions actually succeed.

This is the first chapter you'll have access to Expert Trials in the game. Expert Trials are formatted exactly the same way as the story Missions, but Expert Trials are typically far more challenging than story Missions, and most require you to be on your second or third playthrough. Expert Trials also take twelve hours off of your Free Time to complete.

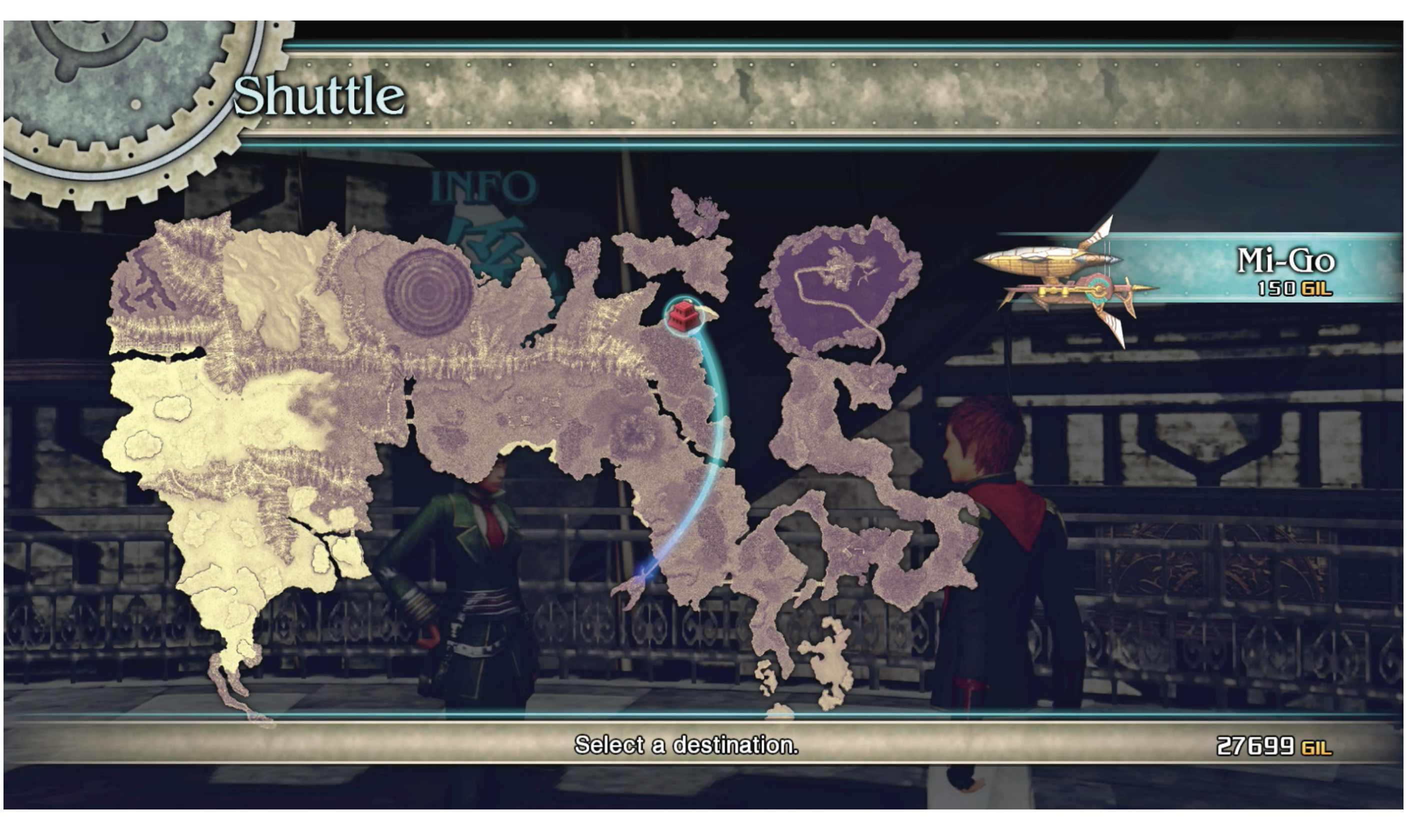
Expert Trials are serious business and require a lot of preparation. If you're not at least within five levels of an Expert Trial's level requirement, you shouldn't bother even trying during this playthrough; attempting it is almost a guarantee of failure.

The NPCs that offer Expert Trials can always be found at the Main Gate of Akademeia.

Mission Time!

When you've finished with your Free Time, head to Classroom Zero and speak with Kurasame to begin the next Mission. To help you prepare for your Mission, Kurasame will give you the Protect spell and three Magicite. The Magicite is to be used for the Mission's objectives, so don't worry about them. The Protect spell, on the other hand, is a spell that boosts the defense of whoever it is cast on, but it takes the place of your Cure spell or your Defensive Ability. It's not bad to have at least one of your three-man team equipped with Protect for added support.

Akademeia Airlines



The end of your Free Time will also mark the reopening of the Airship Landing. You could visit the Airship Landing before, but the actual airships were out of commission due to the Militesi attack at the start of the game. You can now allow a pilot to ferry you to specific locations around Orience, instead of having to get there on foot.

To start, the only location you can reach is Mi-Go, which is in the North Togoreth Region, directly north of (you guessed it) the Togoreth Region. More locations for the airship to land will open up as you capture more regions for Rubrum.

Your destination is in the Iscah Region west of Togoreth. Use an airship to fly to Mi-Go.

Last Minute Preparation

Mi-Go Gift Merchant

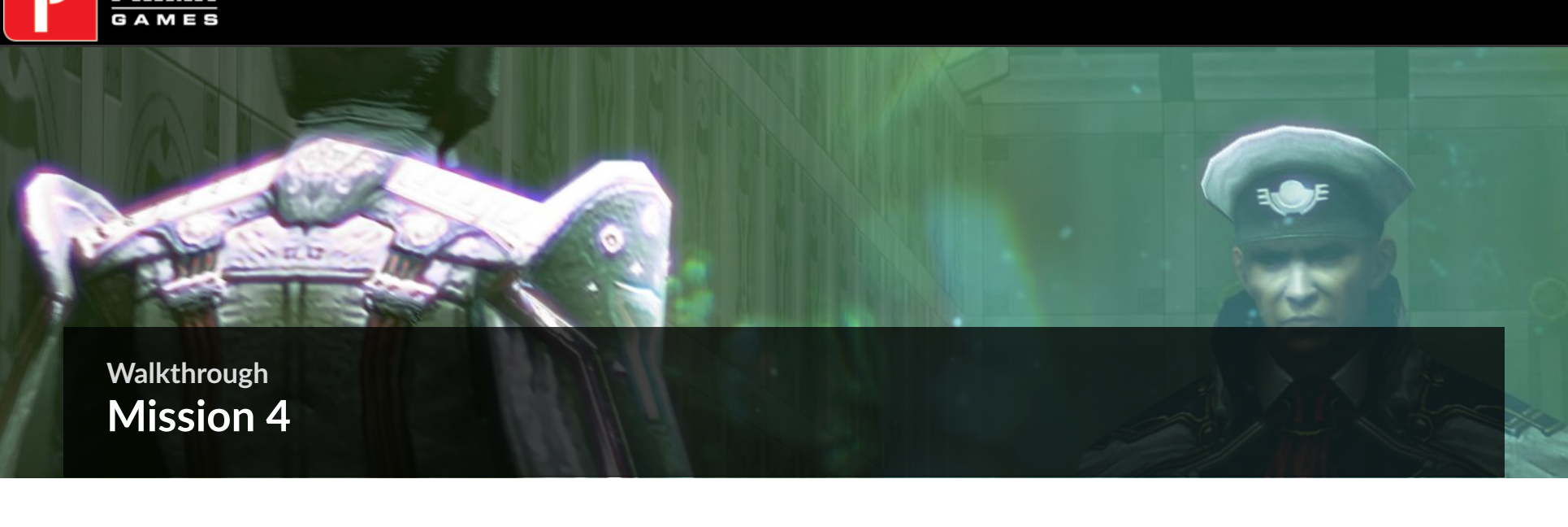
Item	Price
Compact Mirror	2000 Gil
Tea Set	2000 Gil
Picture Frame	3000 Gil
Makeup Kit	3000 Gil
Perfume Set	3000 Gil

Mi-Go Accessories and Greens Merchant

Item	Price
Gold Bracelet	3000 Gil
Amulet	2200 Gil
Ignis Secundus, Vol. I	2500 Gil
Glacies Secunda, Vol. I	2500 Gil
Fulgur Secundus, Vol. I	2500 Gil
Aegis Secunda, Vol. I	2500 Gil
Flame Armlet	2000 Gil
Frost Armlet	2000 Gil
Blitz Armlet	2000 Gil
Teleport Stone	2000 Gil
Tantal Greens	100 Gil
Pahsana Greens	100 Gil

You can enter Mi-Go to do some last-minute shopping and even grab a Task (if you didn't complete it during your Free Time). You can also earn yourself another l'Cie Crystal here (take a look at the Side Quests section of the guide for more details).

Once you've finished preparing, head south to reach the Togoreth Region. From there, head west to reach the Iscah Region. Follow the arrow on your minimap to reach your destination and begin the Mission.



Walkthrough

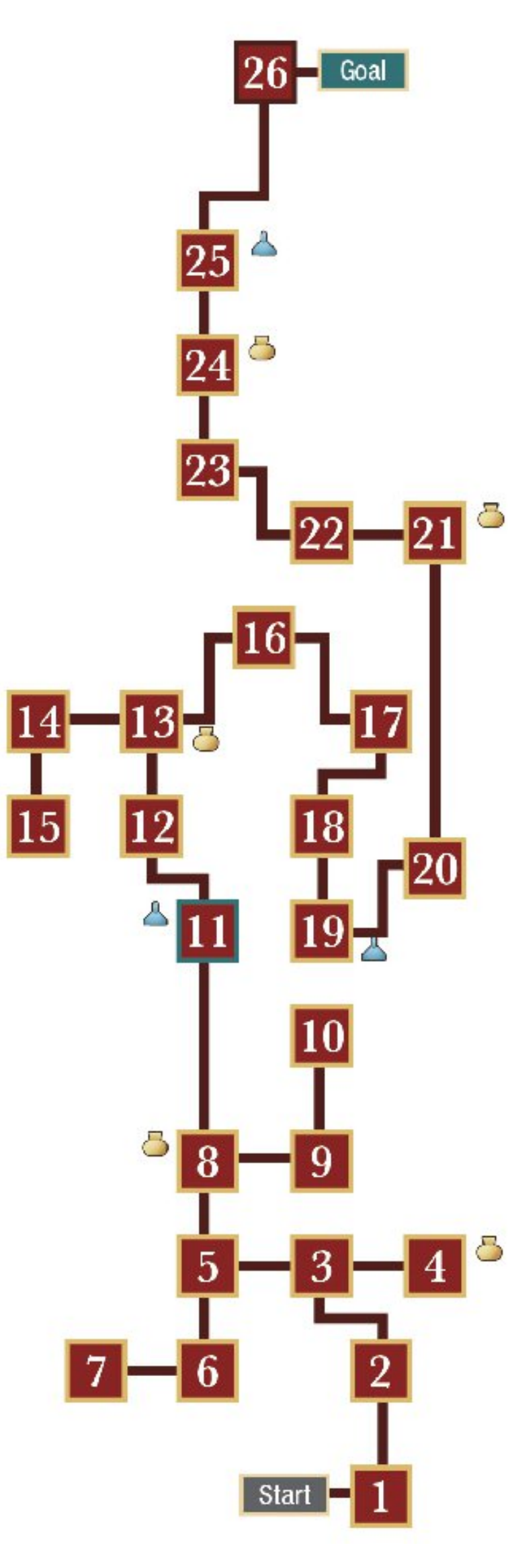
Mission 4

The Infiltration of Iscah

Mission Level: 17

S-Rank Requirements

Time	Phantoma	Casualties
15:00	90	0



Squad Commands

You'll have to choose between bringing an Eidolon or using the Triad Maneuver while selecting your squad. As we said earlier, the Triad Maneuver is a strong attack that can only be used when all three of your squad members are alive and you have a full AG bar. Summoning Eidolons requires the sacrifice of your active leader, but you'll receive a powerful monster companion for a limited amount of time.

Either one is fine, but to help you make the decision, here are a few things to consider. Getting an S-Rank on your first try through a Mission is almost impossible (Mission 3 not withstanding); Eidolons are excellent when things are looking pretty dire, and using them frequently means they level up and get stronger. The Triad Maneuver, on the other hand, is something you'll be able to use over and over during a Mission, unlike Eidolons.

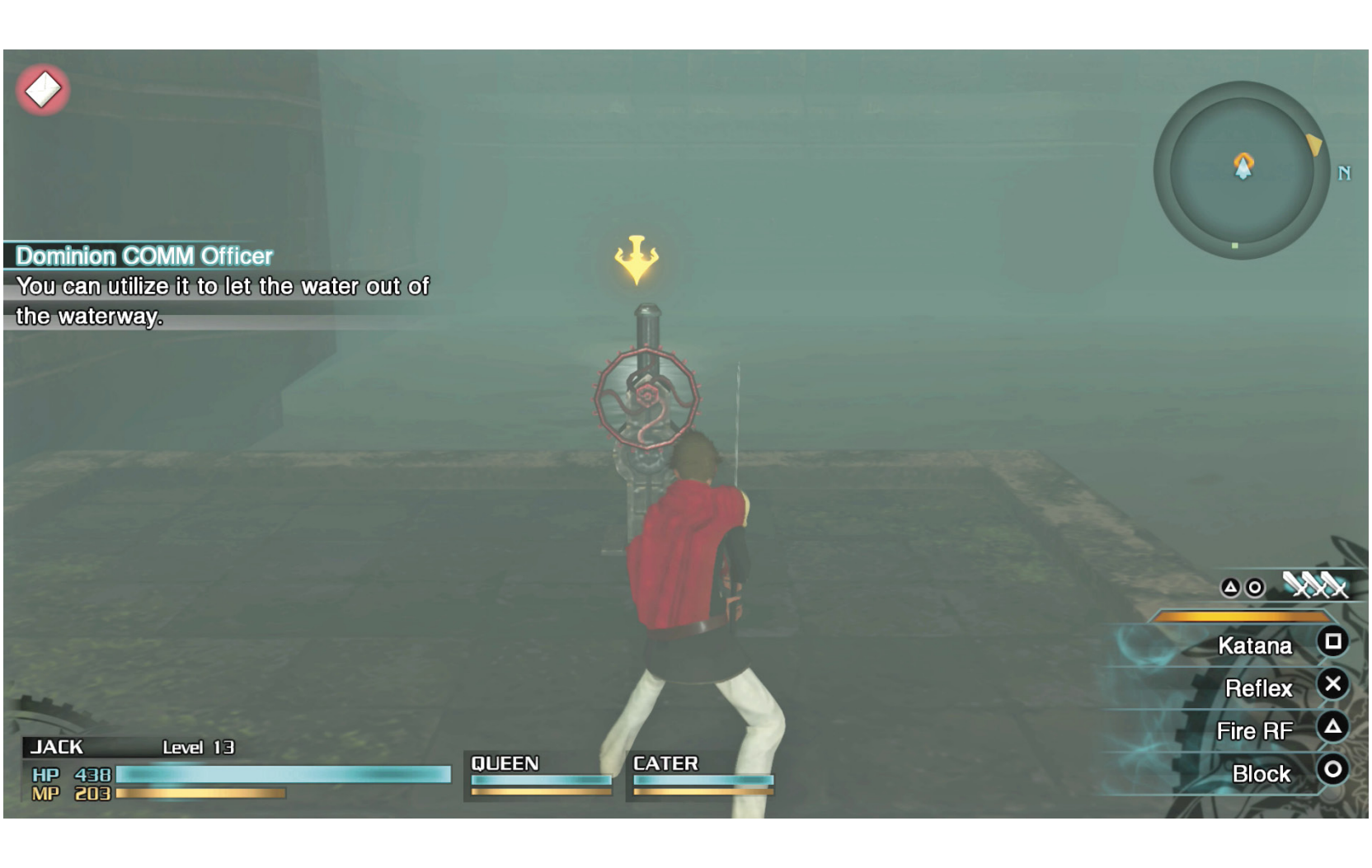
Whichever Squad Command you choose, you'll be fine if your party is at least around level 17.

1 Iscah Aqueduct UG-91 (Safe Zone)

There's nothing of interest in this area. Head through the north passage to move to the next area.

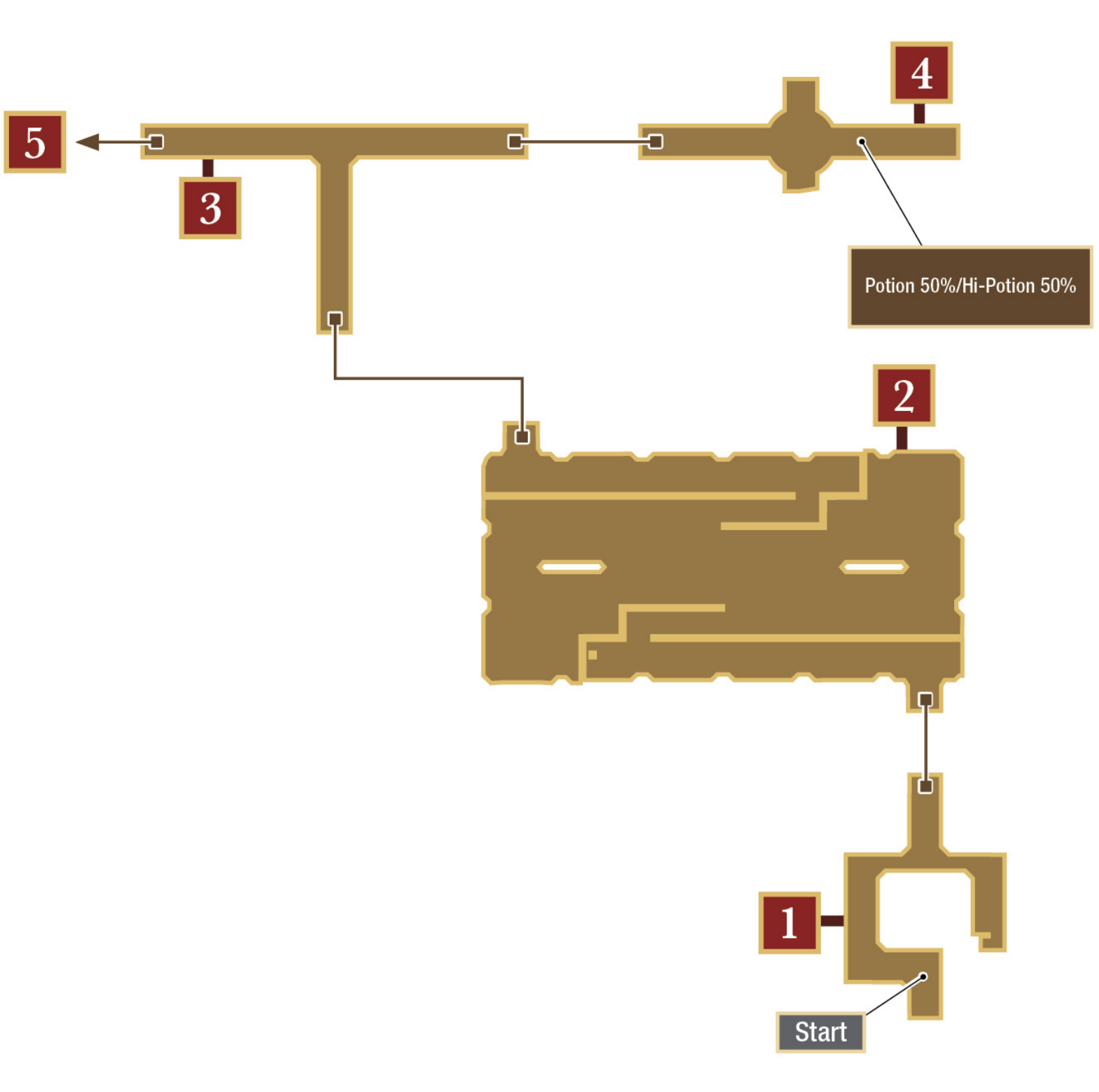
2 Iscah Aqueduct UG-92

As soon as you enter this area, the center of the room will be flooded. In order to lower the water level, you'll need to head to the west side of the room and turn the valve.



On the other side of the room, three Evil Eyes are waiting for you. Try not to hold still while fighting these one-eyed fiends. They love creating a spire of light beneath your feet, which will cast Stop on you if you get hit by it. If that happens, you'll be stuck in place and helpless while you wait for the effect to wear off.

Once the enemies have been defeated, head through the northwest passage to exit the area.



3 Iscah Aqueduct UG-93

This room is packed with Evil Eyes, so being quick and dispatching the monsters is necessary. You'll also encounter Flans: gelatinous piles of malicious goo. These guys shrug off physical damage like it's a joke, but if you use magic attacks or Breaksight strikes, you can do away with these violent jellies in no time.

Clear the room of enemies, then head through the east passage to reach your first objective.

Level 17 Flame Flan
Katana
Reflex
Fire RF
Block
JACK
Level 13
HP 438
MP 203
CATER
Primed
SEVEN

4 Eastern Dynamo

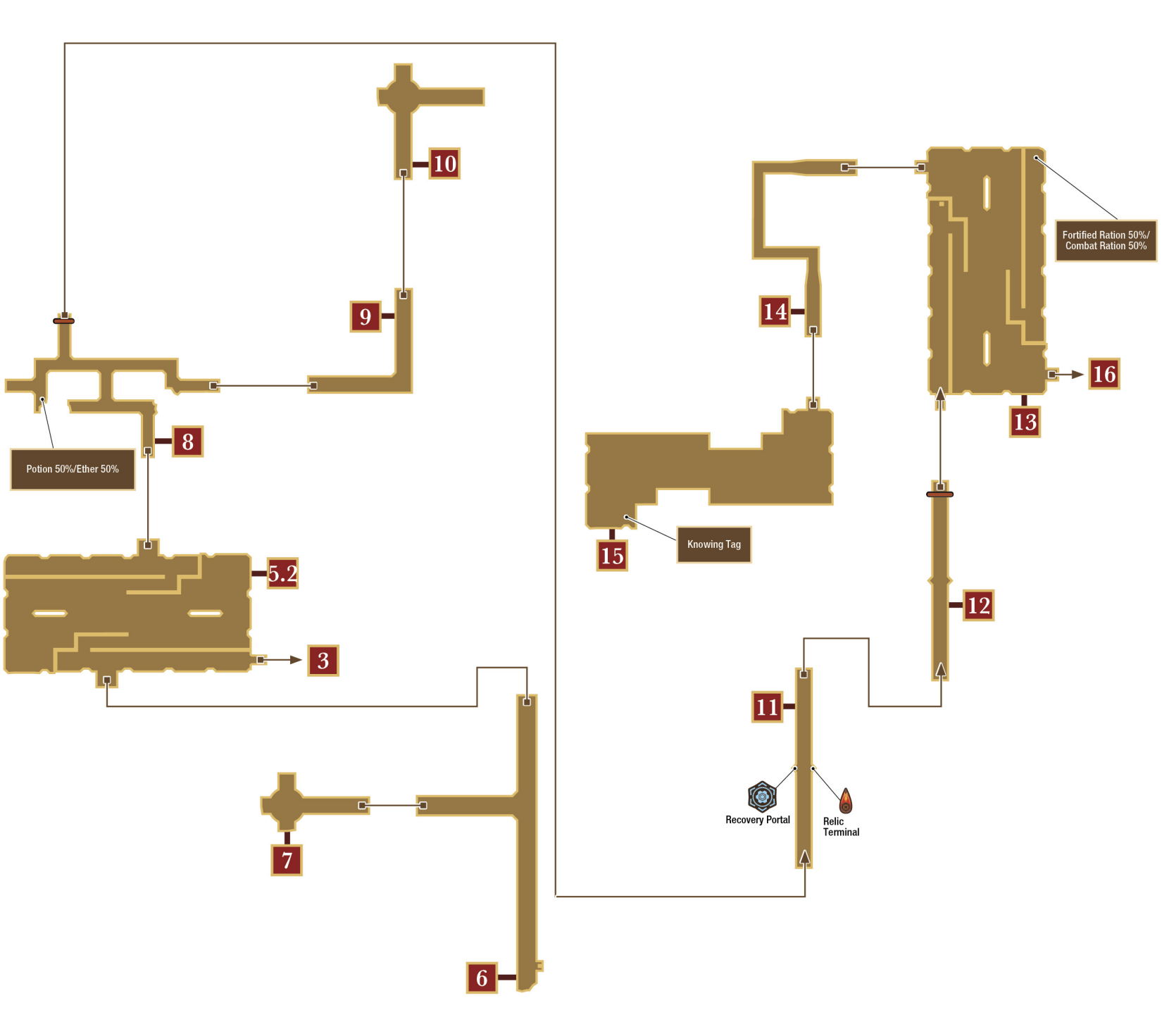
You'll need to approach the dynamo on the left at the top of the stairs. A handful of Ankhegs will attempt to impede your progress. They aren't much of a challenge, so just cut, smash, or shoot your way through them. When the room is clear, head up the stairs and place the Magicite charge on the gears, then head back to area 3.

There is nothing left for you to do in area 3, so just head through the west passage to reach area 5.

> **A Study in Flan**
>
> A couple things to note: Flans will sort of rotate their heads around before they leap forward. Learn to pay close attention to that leap and the animation preceding it, as hitting them with a Breaksight strike is incredibly easy if you know that a leap is coming.
>
> The other thing to keep in mind is what magic you use against each Flan you encounter. The color of a Flan is like the color of a Bomb, in that each color represents an element. Red Flans absorb fire magic; blue Flans are water-based, meaning fire magic is limited, but lightning works well; yellow Flans absorb lightning magic.

5 Iscah Aqueduct UG-94

The water level has been raised in this room as well, but the valve isn't here. Take care of the enemies ahead of you, then enter the south passage to leave the room.



6 Iscah Aqueduct UG-95

Fight your way through the Ankhegs, Flans, and Evil Eyes to reach the south point of the room. The drainage valve is at the southern-most part of this area. Turn it, then head through the west passage into area 7 to reach the second dynamo.

7 Southern Dynamo

Only a single Evil Eye stands between you and the dynamo, but once you've planted the Magicite charge, a gang of Evil Eyes will appear at the bottom of the stairs to get revenge for their fallen comrade.

Defeat them, then head back to area 5.

5.2 Iscah Aqueduct UG-94 Revisited

Now that the water levels have lowered, you can enter the middle portion of the room. Plenty of monsters litter this area, so be on your guard. Your goal is to reach the northern passage to enter area 8.

8 Iscah Aqueduct UG-96

Now that the water levels have lowered, you can enter the middle portion of the room. Plenty of monsters litter this area, so be on your guard. Your goal is to reach the northern passage to enter area 8.

There aren't many enemies in this room. Slowly make your way through the room while defeating enemies and heading toward the eastern passage.

> **Special Order**
>
> Combat Trial: Refrain from using magic so as not to alert the enemy to your presence.
>
> Time Limit: 1:00
>
> Effect: Protect 0:30
>
> Reward: Ignis Tertius, Vol. I

9 Iscah Aqueduct UG-97

A smattering of Ankhegs, accompanied by a Flame Flan, litter the room. Defeat them and move to the other side of the passage.

10 Northern Dynamo

The final dynamo is just up the flight of stairs ahead, but is also blocked by three Flame Flans. Cut your way through to the top of the stairs and plant the Magicite charge on the final dynamo. Once the charge has been planted, head back to area 8 and head through its north passage, which was blocked by a large, locked door, but will now open for you.

11 Iscah Aqueduct UG-139 (Safe Zone)

Heal up with the Recovery Portal and save with the Relic Terminal, then head through the north passage to area 12.

12 Iscah Aqueduct UG-142

Imperial Troopers and Shock Troopers now join the monster offensive, so be on your guard. You'll also have to contend with a twenty-five-minute timer ticking down. Move fast to reach your next objective, which is about six rooms away. Don't linger in any place for too long.

13 Iscah Aqueduct UG-143

Three Shock Troopers will be battling a Flame Flan in this room. The water level in the center of the room is too high to cross. Head straight forward to reach the northwest corner of the room where the valve is. Turn the valve and stay on your guard; waves of monsters will begin appearing while you wait for the water level to slowly drop.

Once the water level drops, head through the northwest passage to reach area 14.

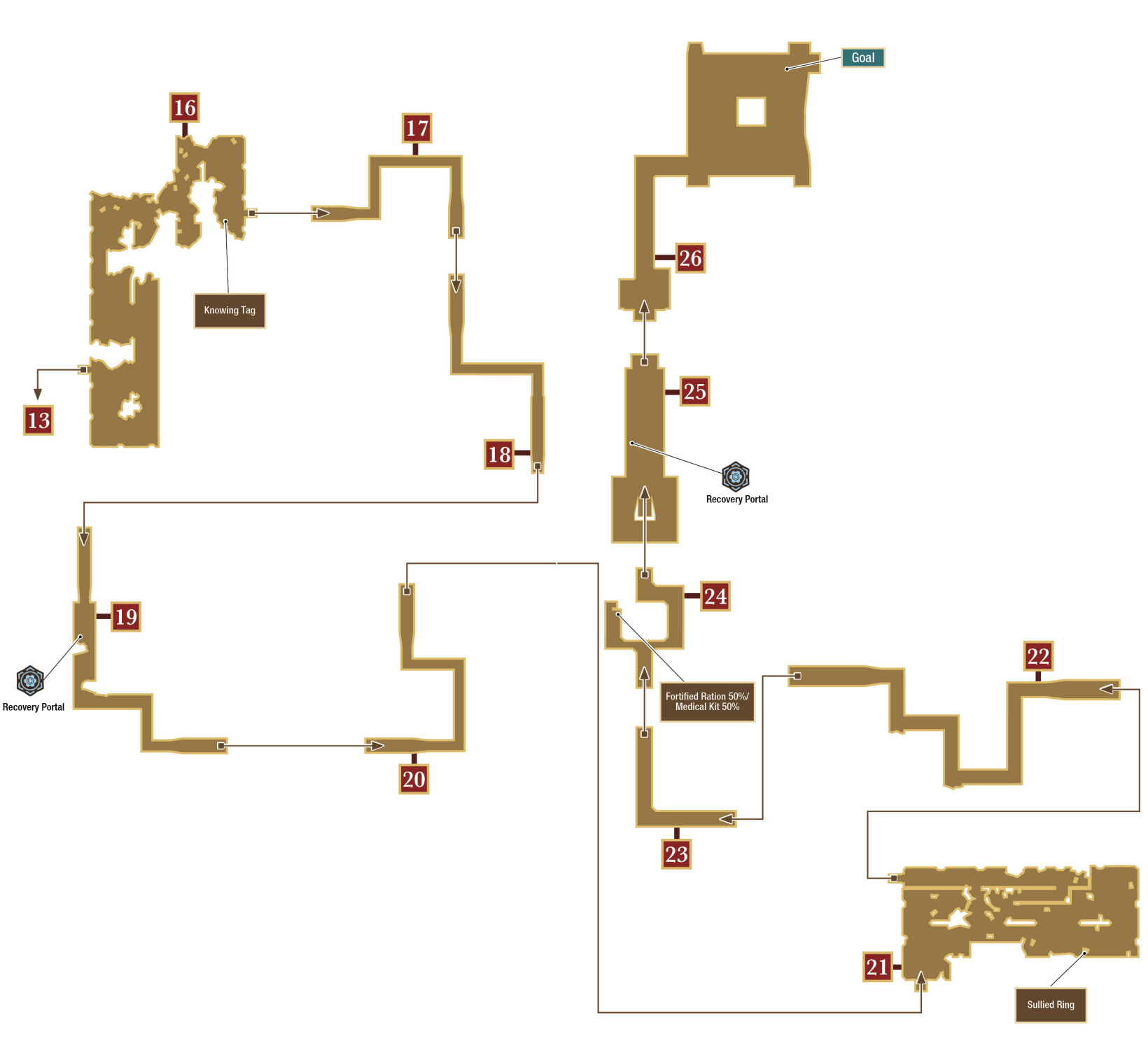
14 Iscah Aqueduct UG-144

The path through this area is incredibly narrow and three Flame Flans are lying in wait for you just around the corner. Don't rush or you'll very likely end up sandwiched between all three of them.

15 Iscah Aqueduct UG-145

You can find a Knowing Tag in the southwest corner of the room, but you'll have to fight your way through a Diceratops to get there. Diceratops are just like the Demonicorns you encountered earlier in the game. Keep moving and try to attack them from behind to avoid the bulk of their attacks.

Once you've cleared the room and grabbed the Knowing Tag, head back to area 13 and go through the southeast passage to reach area 16.



16 Iscah Aqueduct UG-146

An energy field blocks access to the northeast passage leading to area 17. To get past it you'll need to defeat the imperial soldiers that are guarding it.

As soon as you head through, two more RPG-155 Gunners appear—one on the rubble above you and one just up the path. A Supersoldier also appears just before the northeast passage to area 17.

17 Iscah Aqueduct UG-147

This passage is extremely narrow and also packed with Imperial Troopers and Coeurls. Take your time progressing so as to avoid getting more attention than you're prepared to handle.

18 Iscah Aqueduct UG-148

Similar to the room you were just in, this is another narrow corridor filled with enemies. This time you have to deal with the robotic Martinets and imperial soldiers.

19 Iscah Aqueduct UG-149

Three Imperial Troopers block your path to the next area. An energy field will appear in the south end of the room, restricting access until you defeat the Trooper CO.

20 Iscah Aqueduct UG-151

Enemies fill this narrow corridor, including a Heavy Gunner. These guys are part of the imperial army and they carry with them a minigun, which can bowl you and your team over with ease.

21 Iscah Aqueduct UG-26

The room is full of Imperial Troopers who must be dispatched before you can exit the room. If you took the SO for this room, you'll also need to find the Sullied Ring, which is near the southeast corner of the room.

Once you're done, head to the northwest passage on the upper level of the room.

> **Special Order**
>
> Search the fallen for personal effects using your active leader.
>
> Time Limit: 2:00
>
> Effect: Protect 1:00
>
> Reward: Elixir

22 Iscah Aqueduct UG-27

This is another room with a narrow path. Switch to a ranged character to deal with the handful of Martinets that are just outside of melee range. You don't need to defeat any enemies to move on to the next room.

23 Iscah Aqueduct UG-28

Stick with a ranged character for this room. You'll encounter Panjandrums, which are flying, robotic, exploding fuel tanks. If you're standing near them when they are defeated, you'll get caught in a fiery explosion. You'll also have to tangle with a handful of Coeurls and Supersoldiers.

24 Aqueduct Exit

Several more imperial soldiers fill this room and are led by an RPG-155 Gunner CO named Corporal Helmutt. You need to defeat the CO to gain access to the next room.

25 Downtown Iscah (Safe Zone)

Use the Recovery Portal to heal up. The next room is your last for this Mission, meaning you're going to have a tough fight on your hands.

26 Imperial Command

> **Special Order**
>
> Take out all Imperial Troopers on high ground using your active leader. (Switch to a ranged character.)
>
> Time Limit: 2:00
>
> Effect: Freecast 0:30
>
> Reward: Phoenix Pinion

> **Special Order 2**
>
> Find the Colossus's weakness using your active leader.
>
> Time Limit: 5:00
>
> Effect: Freecast 0:30
>
> Reward: Megalixir

There are several enemies in the square of this area. You'll need to defeat them before your time runs out. Try not to be too hasty if you have enough time; there are two SOs for this room that you can accept for some last-minute rewards.

The first SO requires you to have a ranged character. The square is lined with balconies. To complete this SO, you just need to run around the square and shoot the Troopers that are standing on the balconies.

The second SO won't appear until the CO in the Colossus shows up. You'll need to clear out all of the enemies that enter the square to get the CO to appear. Once he does, you'll need to hit the Colossus with a thunder attack to complete the SO.

Level 17 Major O
Power restored in:
18:05
Katana
Reflex
Fire RF
Block
JACK
Level 16
HP 485
MP 215
CATER
Primed
SEVEN

Mission Accomplished

You'll earn the Golem Eidolon for completing this Mission. Golem is a slow, but incredibly powerful, Eidolon. You should be perfectly familiar with him, since he likely knocked out a few of your party members in Togoreth.

Before heading back to Akademeia, you can enter Iscah and do a Task and buy some accessories from the Merchant.

Iscah Accessories Merchant

Item	Price
Silver Bangle	2000 Gil
Argentic Ring	2000 Gil
Metal Gloves	2000 Gil
Ignis Secundus, Vol.II	3500 Gil
Glacies Secunda, Vol. II	3500 Gil
Fulgur Secundus, Vol. II	3500 Gil
Aegis Secunda, Vol. II	3500 Gil
Tactical Vest	2000 Gil
Shield Talisman	1500 Gil
Shock Buckler	2000 Gil
Guardian Armor	1500 Gil

When you're finished with those, head back to Akademeia to start your next Free Time session.

Events, Tasks, and Expert Trials (Second Break—4 Days)

Moogle Classes

DFMG-102: Elementary Defense Magic II	Magic: Esuna
FRMG-101: Elementary Fire Magic I	Magic: Fire BOM
ICMG-101: Elementary Ice Magic I	Magic: Blizzard RF
LTMG-101: Elementary Lightning Magic I	Magic: Thunder BOM

Events

Location	Who	Reward	Note
Main Gate	Asato	Hi-Potion	—
Fountain Courtyard	Nadeshiko	Ether	—
Airship Landing	Kiyo	Elixir	—
Back Garden	Bench	Cutscene, Phoenix Pinion	Need to play as Ace.
Back Garden	Nine	Mega-Potion	—
Kazusa's Laboratory (behind the bookcase on the left side of the Crystarium)	Kazusa	Interactive Cutscene, Random Item	—
Central Command	Queen	Cutscene, X-Potion	—
Armory	Cinque	Cutscene, X-Potion	—
Sorcery	Quon	Ether	This Event will only be available if you spoke with Quon in earlier Events.
Ready Room	Carla	Cutscene, X-Ether	You need to have spoken to Carla in all other Events before she'll appear here.
Ready Room	Jack	Mega-Potion	—
Lounge	Class Seventh Moogle	Ether	—
Terrace	Machina/Rem	Hi-Potion	Need to play as Machina/Rem; this Event is only available when Emina is not around.

Tasks

Location	Who	Task	Reward	Note
Armory	Guildsman	Give five Light Feathers to the Guildsman.	Shock Shield	You can find the monster in the Iscah Region.
Sorcery	Sorcery Researcher	Give one Purple Phantoma to the Sorcery Researcher.	Unlock Vermilion Bird Squad Command.	—
Central Command	Commandant	Defeat fifteen Imperial Troopers.	Protector Ring	You can complete this by doing a Simulated Battle in the Arena.
Lounge	Administration Official	Give 500 SPP to the Administration Official.	Auric Ring	—
Main Gate	Commissar	Give ten Elixirs to the Commissar.	Five Megalixirs	—
Crystarium	Class Ninth Cadet	Take three prisoners by defeating enemy COs in the Iscah Area.	Flak Jacket	—
Ready Room	Enra	Get Enra a Potion from Rem.	Crystal Shard	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Iscah	Mayor Aoba	Defeat two Imperial Commanders in the Iscah Region.	Sentinel Emblem	—
Rokol	Nana	Defeat six Evil Eyes in the Iscah Region.	MP Enhancer	—

Expert Trials

Name	Level Requirement	Instructions	Note
Expelling the Imperial	Level 36	Lead Dominion forces to take over the Iscah Region.	Second Playthrough
The Clash in the Caverns	Level 37	Class Zero must send a squad of four to the Rokol Caverns to retrieve classified Dominion documents.	Second Playthrough

> **For More Information**
>
> If you want more information about the Tasks, Expert Trials, and Events in Final Fantasy Type-0 HD, refer to the "Side Quests" section of this guide.

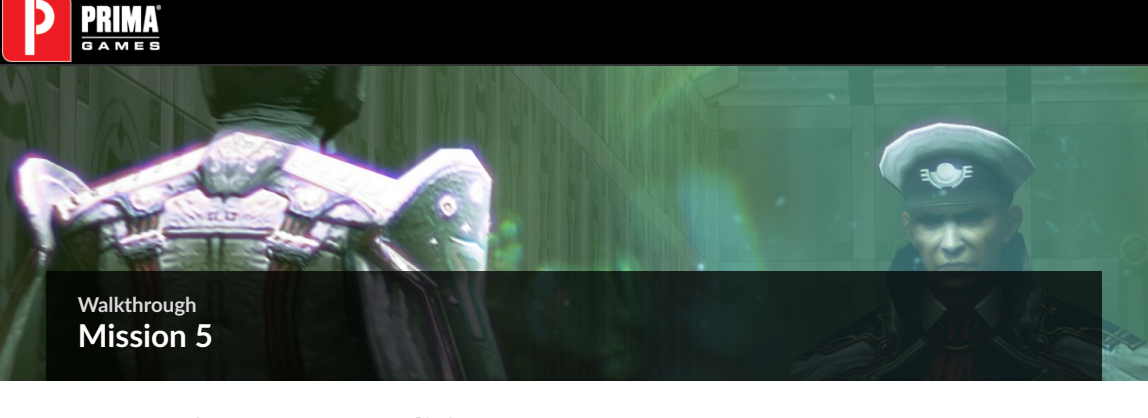
Mission Preparation

Once you've completed your Free Time, head to Classroom Zero to receive your next Mission. Your next Mission is level 22, so if you're not at least within two levels of that with five or more party members, save and quit to the Title Screen, and level up by redoing past Missions.

Head to the Airship Landing and charter an airship to the Iscah Region. Once you've landed, proceed to the area marked on your minimap, which is the town of Rokol.

Shop with the Weapon Merchant and buy one of each of his weapons, then equip them to each of your party members. If you can't afford them, sell some monster spoils, or save and quit back to the Title Screen to do some past Missions.

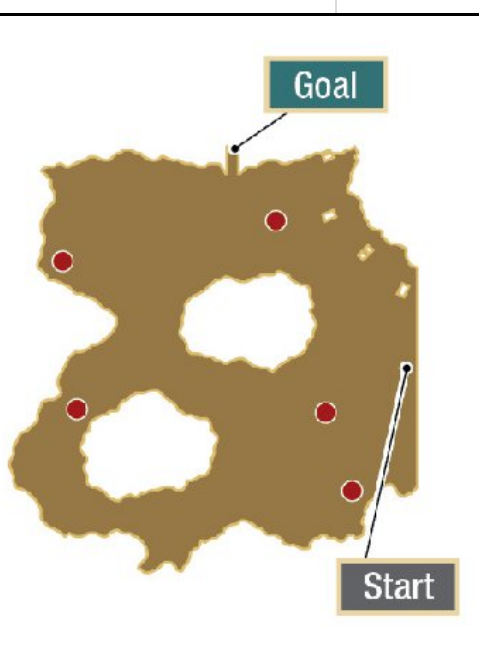
Once you've finished equipping and preparing your party, head to the other end of Rokol and speak with the soldier standing in front of the Magitek Armor to begin the Mission.

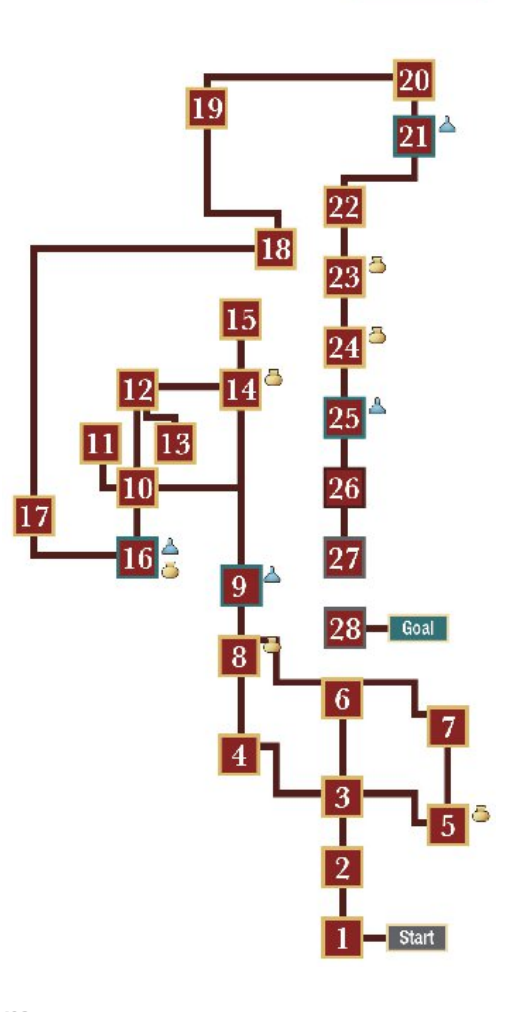


Operation MA Demolition

Mission Level: 22

S-Rank Requirements		
Time	Phantoma	Casualties
30:00	50	1





Magitek Mayhem

Fuel runs out in:
01:54
JACK Level 16

Before the Mission can begin in earnest, you'll have to use stolen Magitek Armor to traverse Azurr. You'll have a limited amount of time to roam around the area, but you can refill your time lost by picking up the fuel tanks scattered around the area. You can head directly to the Magitek Armor factory in the north and begin the Mission, or you can explore Azurr to find a handful of items scattered around on the ground.

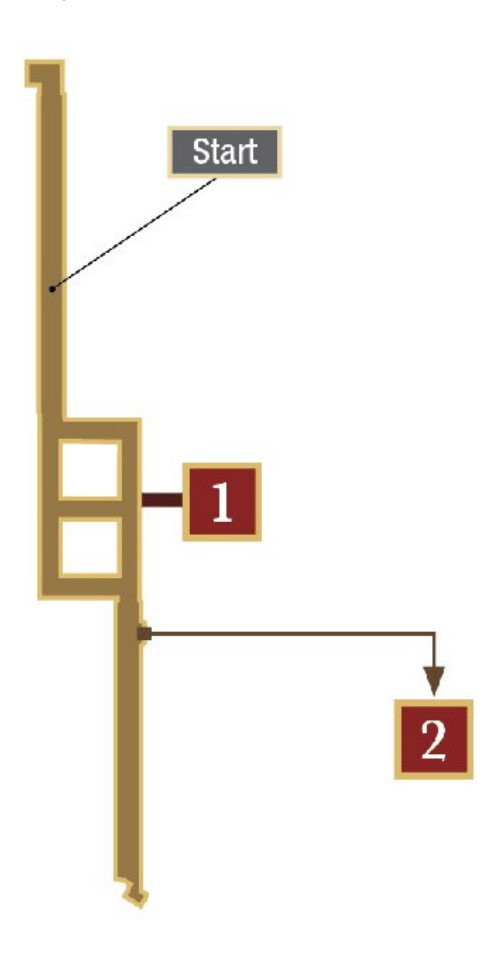
Magitek Armor Facility

1 Materiél Depot

A lot of this Mission involves stealth. There are Panjamdrums with red scan rings around them, and flying Nomads that are constantly searching the area for intruders. Sneaking through the facility isn't as hard as it might seem. Avoid the scan rings of the Panjamdrums and destroy or stay behind the Nomads to avoid detection. If you do opt to destroy the Nomads, you'll need to do it with a melee character, or Trey with his Charged Shot upgraded as much as possible, and it'll need to be done in one hit. Jack is a particularly excellent character for this kind of quick kill. If you can't defeat a Nomad in one hit, you'll have the entire room up in arms trying to find you, so make sure you only try to destroy Nomads when you're certain you can do it swiftly.

If you get caught, things get a lot more complex. All of the Panjamdrums will become active and wave after wave of enemies will attack you until the alarm turns off or until you leave the room.

Head to the south hallway of the Materiél Depot until the right wall explodes. Turn around and go back to the start of the hallway and down the ladder on your right.



Special Order

Sneak into the R&D facility undetected using your active leader.

Time Limit: 10:00

Effect: Haste 0:30

Reward: Magic: Blizzard ROK

2 Waterway Sector UG-1

You'll need to be very careful in this room and make a point to leave as quickly as possible. A Marduk can often be found sleeping in this room and a few others, and if it's awoken it'll tear your squad apart in seconds. The enemies in all of the Waterway Sectors will never stop pouring out no matter how many you defeat. Carve a path through the enemies to reach the next area, but don't linger. The treasures in the waterways are accessible if you Lock-On to an enemy, and then change targets with the Right Analog stick to target the treasure chest. Focus on following the yellow diamond on your minimap instead of exploring this area.

You have no hope of completing the Marduk SOs on this playthrough, so waste no time heading through the northeast passage instead of the northwest one.

Naghi
Good news! You should be able to reach the factory laboratory from that waterway.
Level 79 Marduk
Katana
Reflex
Fire RF
Block
JACK Level 16
Primed
QUEEN
CATER

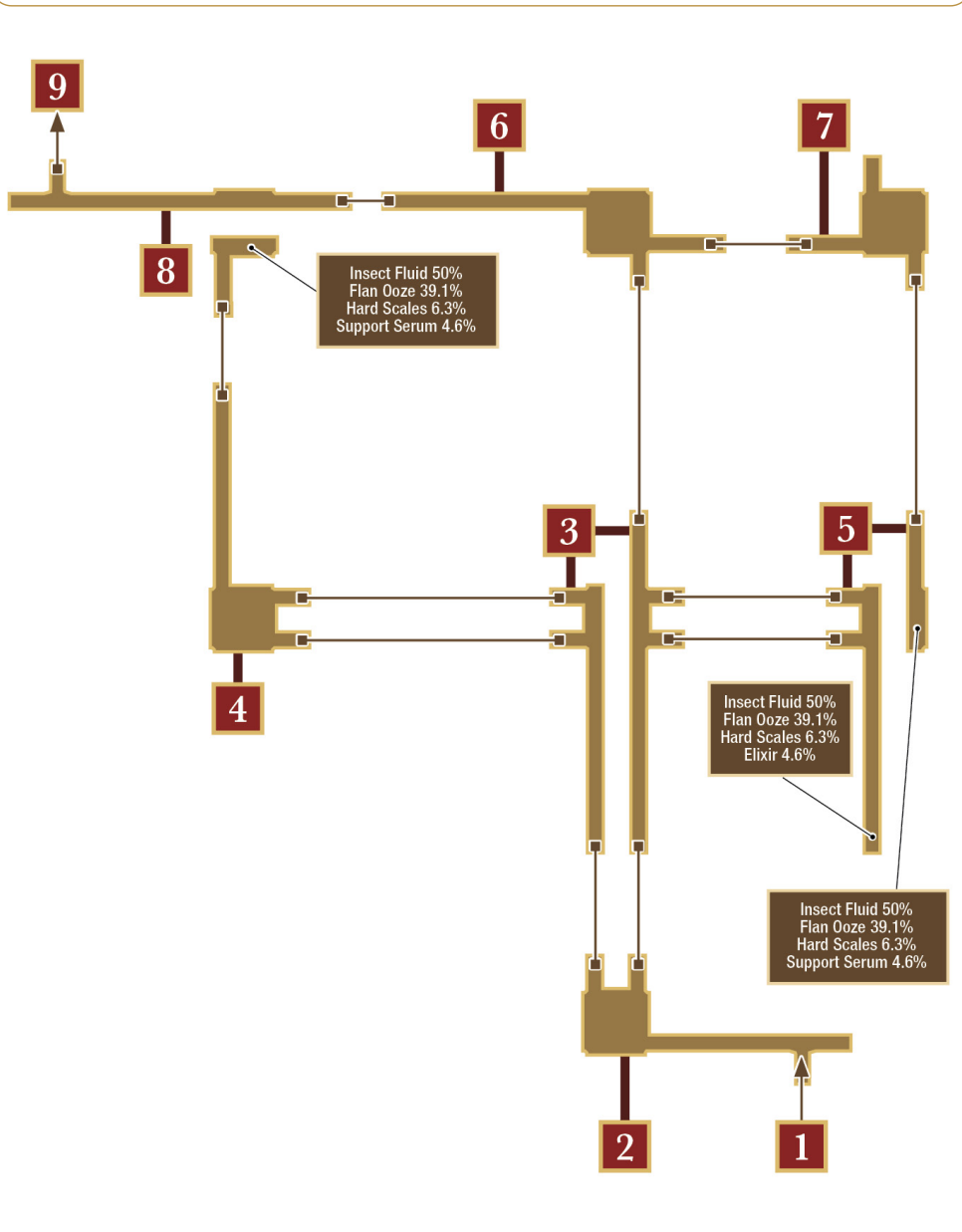
Special Order

Take down the Marduk using your active leader.

Time Limit: 40:00

Effect: Protect 0:45

Reward: Diamond Bangle



3 Waterway Sector UG-3

Head through the northeast passage to area 4.

6 Waterway Sector UG-6

Special Order

Take down the Marduk using your active leader.

Time Limit: 40:00

Effect: Protect 0:45

Reward: Diamond Bangle

8 Waterway Sector UG-5

The treasure is inaccessible from this side of the room, so if you haven't already grabbed it of your own accord, ignore it for now and move on through the northwest passage.

9 Control Room 16 (Safe Zone)

10 Warehouse RD-1

The Sensor Calibration Lab is directly west of your starting position in this room. If you take the SO and head through any other door, you'll lose your chance to complete the SO, so make sure you look at the room's name before you enter it.

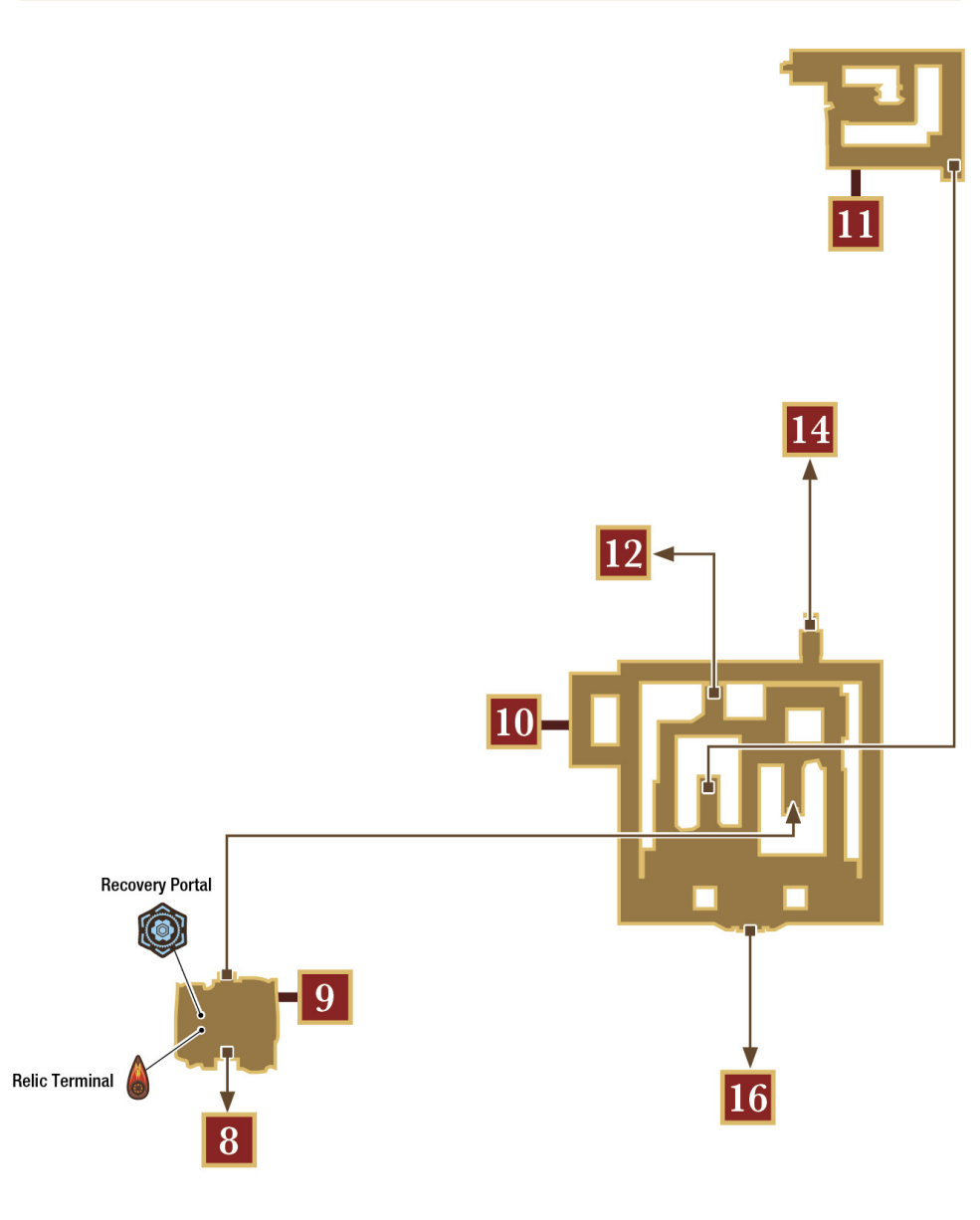
Special Order

Reach the Sensor Calibration Lab undetected using your active leader.

Time Limit: 5:00

Effect: Freecast 0:30

Reward: Phoenix Down



11 Sensor Calibration Lab

If the researchers see you, they'll race to the alarm and set it off, calling in several imperial soldiers to try and take you down. You don't want that, especially if you pick up the SO for this room.

To prevent the researchers from triggering the alarm, look through the windows on the top level of the room and locate the alarm. It is the small box with the red light on top of it. Your job is to get in front of that box and then kill all of the researchers that get near it. You need to destroy the alarm, but that can be hard to do when the researchers get near it. The researchers will run away from you if you get too close, so you won't have to worry about them triggering the alarm if you stand in front of it. Once any nearby researchers have run away, you should be able to target the alarm box. Destroy the alarm box and then kill the researchers. One of them is holding an ID Card that you need to access the computer. Once you have the ID Card, approach the computer marked on your minimap. Access the computer, then leave the area.

Now, head to the Warehouse RD-2 area, which can be accessed through the north passage on the lower level of Warehouse RD-1.

Special Order

Secure the lab before the researchers can sound the alarm, using your active leader.

Time Limit: 3:00

Effect: Invisible 0:45

Reward: [Seven's Weapon] Sleipnir Tail

12 Warehouse RD-2

The Armor Development Lab is in the south passage, just east of where you start in this room.

Special Order

Reach the Armor Development Lab undetected using your active leader.

Time Limit: 5:00

Effect: Regen 0:45

Reward: Elixir

13 Armor Development Lab

The alarm box is directly below the windows on the upper level of the room. The quick way to get to the box is to go through the passage on the left, then race to the right. Once the box is destroyed, kill the researchers until you find the ID Card. Access the computer, then leave the room.

To reach the next area, head through the southwest passage, which is next to where you entered Warehouse RD-2 initially.

Special Order

Secure the lab before the researchers can sound the alarm, using your active leader.

Time Limit: 3:00

Effect: Trance 0:45

Reward: Phoenix Down

14 Warehouse RD-3

The Parameter Stabilization Lab is in the northeast corner of this room.

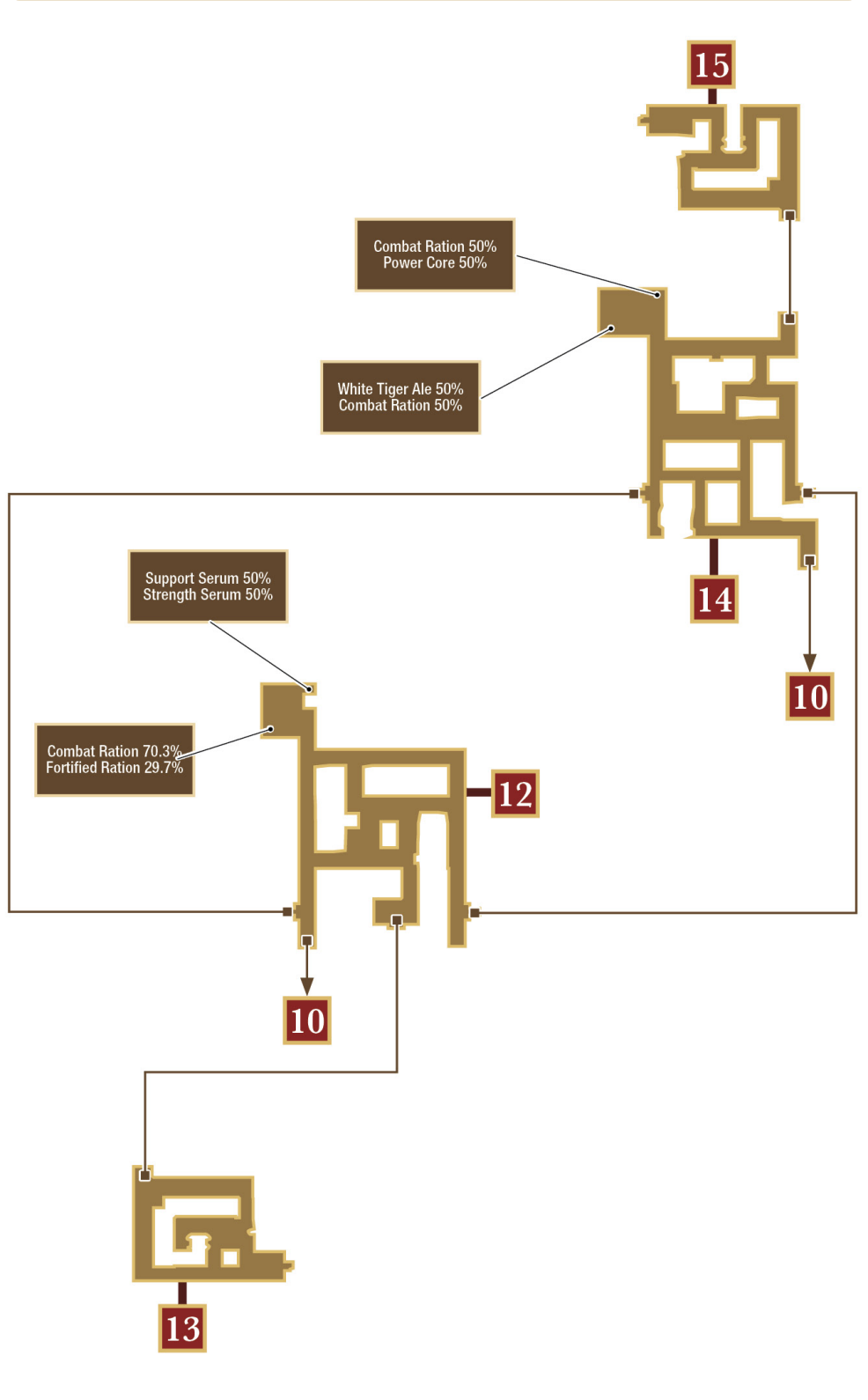
Special Order

Reach the Parameter Stabilization Lab undetected while using your active leader.

Time Limit: 5:00

Effect: Protect 0:45

Reward: Elixir



15 Parameter Stabilization Lab

Special Order

Secure the lab before the researchers can sound the alarm, using your active leader.

Time Limit: 3:00

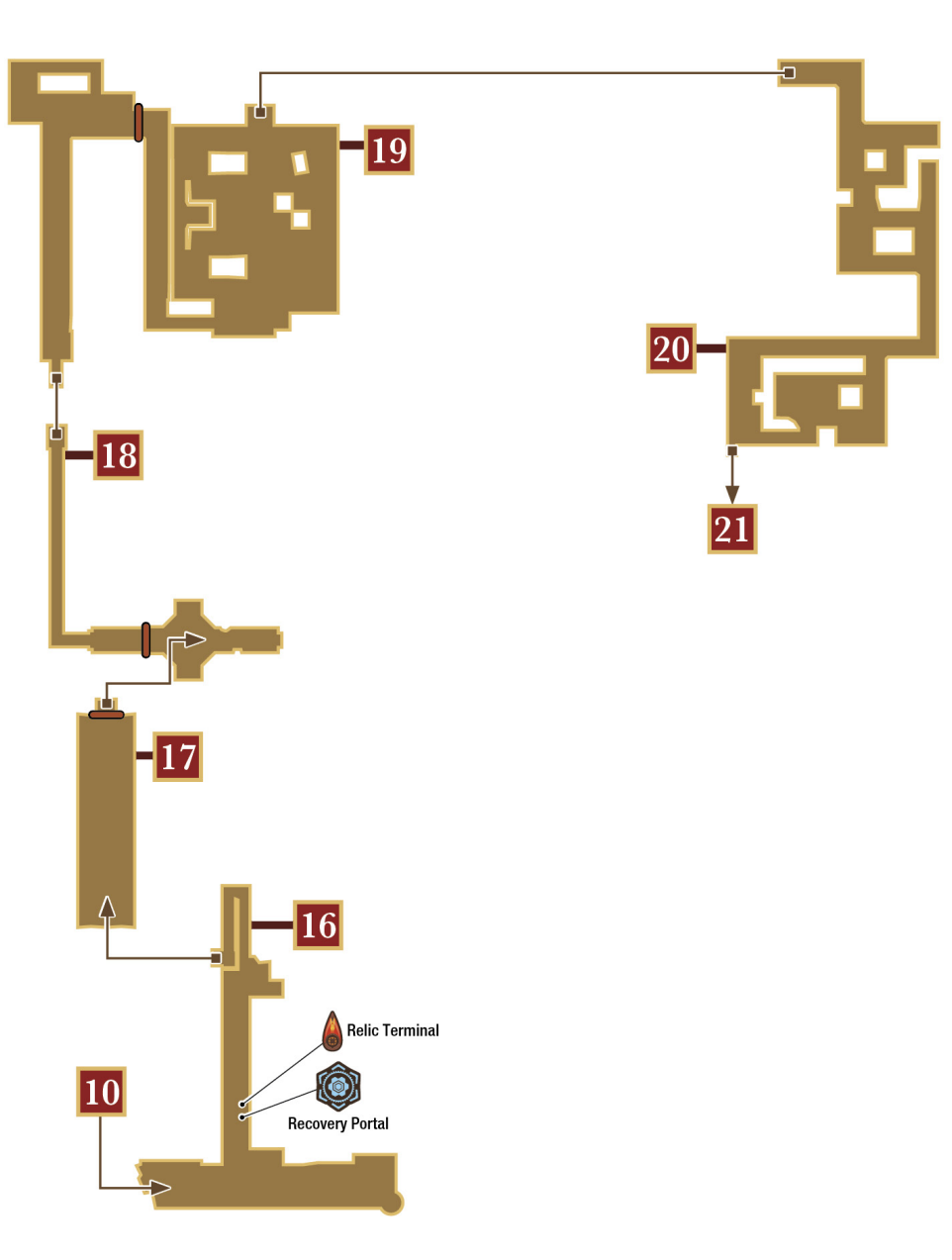
Effect: Aura 1:30

Reward: Phoenix Pinion

This time, the alarm box is directly in front of the computer on the far side of the room. This is an incredibly difficult SO to complete, because the room is made up like a maze. You'll need to switch to your fastest squad member, preferably a ranged character, and then race directly to the alarm box without stopping. There are two researchers standing directly near the alarm box, so getting in front of the alarm box, then standing by and taking out the researchers as they approach the box, is the best strategy.

Once you've destroyed the alarm box, kill the researchers, grab the ID Card, and access the computer. Then leave the room and head for area 16.

To find area 16, follow the yellow diamond on your minimap back to Warehouse RD-1, then through the large door down on the south side of the room.



16 Perimeter (Safe Zone)

17 Corridor

The alarms will be set off as soon as you enter the Corridor. There's nothing you can do to stop that. The rest of this Mission is going to be a lot tougher, so stay on your toes.

Special Order

Score a Killsight strike on the enemy leader using your active leader.

Time Limit: 5:00

Effect: Trance 0:45

Reward: [Trey's Weapon] Thorn Bow

18 Transport Route MA-1

The way forward is blocked by an imperial barricade, but there isn't a way around. Yet. Hide off in a corner and wait until the western passage opens. Refrain from accepting the SO just yet. You'll need to avoid taking damage to complete the SO, which is really easy once you've cleared out all the enemies and are standing by the door leading out of the area.

Once Naghi opens the western passage, head through and swiftly defeat the CO at the end of the bridge. Just before he's been defeated, accept the SO and deal the killing blow to complete it.

Special Order

Break through the imperial defenses without taking damage using your active leader.

Time Limit: 5:00

Effect: Freecast 0:45

Reward: Silver Gloves

19 Arsenal 61

The room will be blocked off at its northwest and northeast ends until you defeat all the soldiers in each area.

Special Order

Score a Killsight strike on one Shock Trooper using your active leader.

Time Limit: 5:00

Effect: Protect 0:30

Reward: Elixir

20 Arsenal 68

This area will be blocked off by a gate and you'll need to tear through the imperial soldiers to drop it and leave the room. After you've dropped the gate, you're free to leave the room.

Special Order

Take down seven enemies with your active leader.

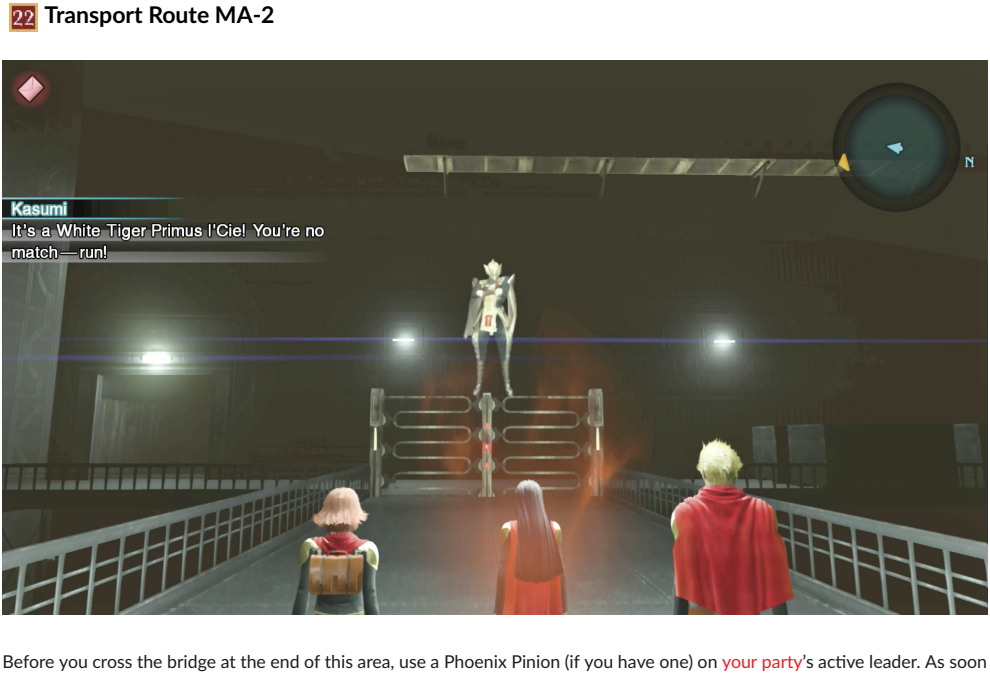
Time Limit: 5:00

Effect: Aura 0:30

Reward: Fulgur Secundus, Vol. II

21 Control Room 21 (Safe Zone)

22 Transport Route MA-2



Before you cross the bridge at the end of this area, use a Phoenix Pinion (if you have one) on your party's active leader. As soon as you begin crossing the bridge, a White Tiger l'Cie appears and immediately kills off your active leader. You can't do anything to stop this, so don't worry about it, but if you don't have a Phoenix Pinion you may want to switch to your least valuable party member for this scene.

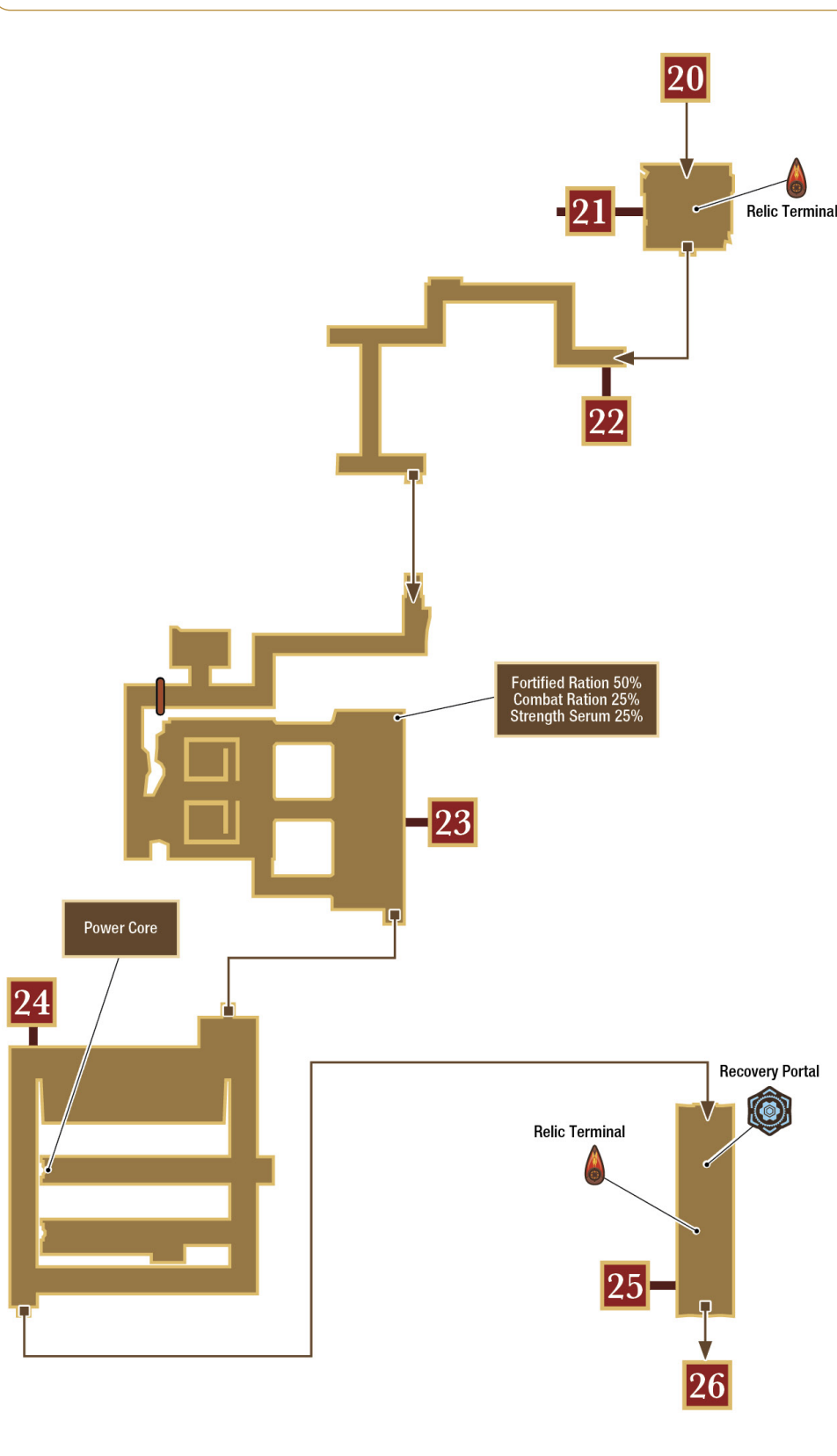
Special Order

Harvest three Phantoma with your active leader.

Time Limit: 5:00

Effect: Quick 0:30

Reward: Glacies Secunda, Vol. II



23 Arsenal 71

There is a CO in this room, but you don't need to defeat him to move on. You can also find an item in the northeast corner of the room where the CO is residing.

Special Order

Take down four Shock Troopers using your active leader.

Time Limit: 5:00

Effect: Endure 0:30

Reward: Ignis Secundus, Vol. II

24 Arsenal 105

Martinets litter this room. Switch to your ranged character to take them down, then head to area 25 via the southwest passage.

Special Order

Take down three Martinets using your active leader.

Time Limit: 5:00

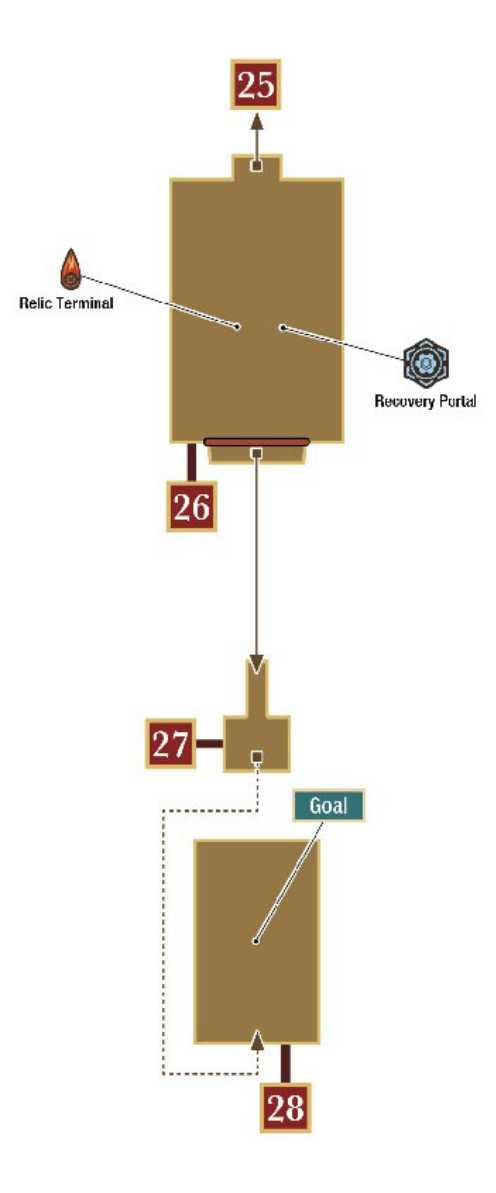
Effect: Regen 0:45

Reward: Auric Ring

25 Sentinel Hangar (Safe Zone)

Save, save, and then save again. The next room is not only hard, it features one of the hardest SOs in the game. If something goes wrong, you'll want to have a save you can jump back to immediately.

Make sure you have a ranged character as your active leader—preferably not Trey, as his bow doesn't work well against moving targets, which will be detrimental to this next SO.



26 Sentinel Hangar [2]

Special Order

Suppress the Colossus sortie.

Time Limit: 5:00

Effect: Invisible 0:45

Reward: [King's Weapon] Magnati

Level 23 Imperial Trooper
Imperial Trooper
Hurry! We'll take the Colossus!
Charge Level-I
Elementillery
Debuff Shot
Cure
CATER
JACK
QUEEN

A Colossus activates immediately after you enter the room. As soon as it's defeated, immediately look to the right side of the room. An imperial pilot will be making his way from the northwest corner of the room to a Colossus on the west side of the room. You need to shoot him before he reaches the Colossus to avoid failing the SO.

The next pilot comes from the southwest corner of the room. The last pilot, Lieutenant Enriquez, will come from the southeast corner. Cater's gun works quite well for this SO, as it has enemy-seeking properties that carry the bullets to your target.

You need to kill Lieutenant Enriquez either before he reaches his Colossus or while he's in it to leave the area. Once he's been defeated, another CO and his troops enter the room. You'll also have access to another SO.

Special Order

Score Killsight strikes on three enemies using your active leader.

Time Limit: 5:00

Effect: Haste 0:30

Reward: Medical Kit

Once you defeat the CO, a Relic Terminal and a Recovery Portal will appear. So long as the CO stays alive, a steady stream of enemies with the Rage buff will continue to attack you.

Save before entering the next area. You'd also be wise to drop all your squad members and switch to a ranged character. This next room is the holding pen for the Brionac, which is a giant machine that will kill you and your party members in a single hit if it actually manages to land an attack. Your party members don't have the reflexes you do, so bringing them along is almost a guarantee to suffer a casualty or two.

Having a ranged character will make hitting the Brionac much easier than if you brought a melee fighter, and you don't necessarily need to have a high damage output, because most of the damage you'll do to the Brionac will be from Breaksight strikes.

27 Hangar 9

Special Order

Destroy the Brionac as quickly as possible using your active leader.

Time Limit: 5:00

Effect: Protect 0:30

Reward: The Eidolon Rubicante

28 Engine Room

Special Order

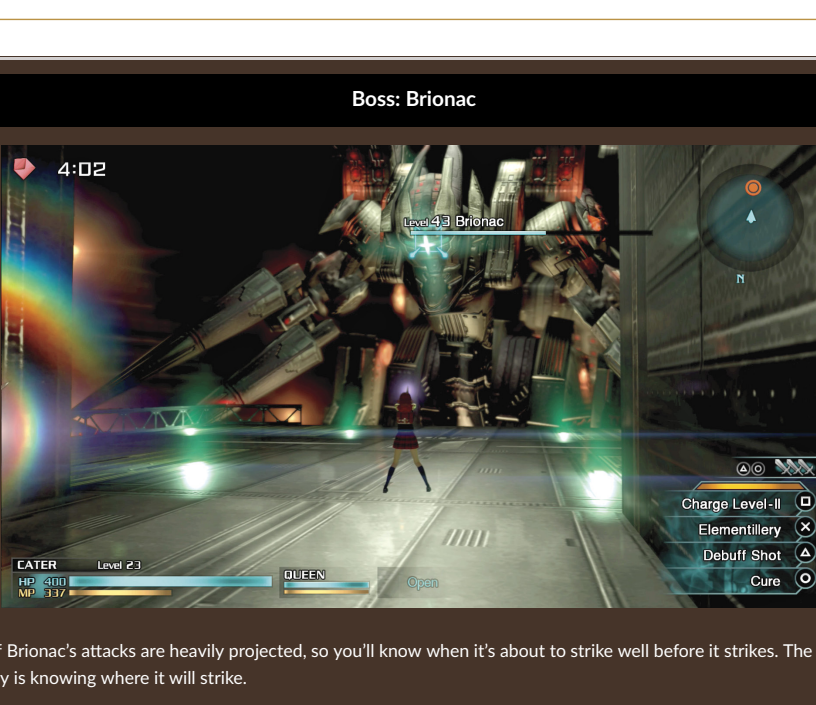
Land thirty hits on Nimbus using your active leader.

Time Limit: 3:00

Effect: Freecast 1:00

Reward: Tiz's Prayer

Boss: Brionac



Most of Brionac's attacks are heavily projected, so you'll know when it's about to strike well before it strikes. The main difficulty is knowing where it will strike.

4:42
Mission orders, kupo! Destroy Brionac!
Level 43 Brionac
MAX Charge
Elementillery
Debuff Shot
Cure
CATER Level 23
QUEEN

If Brionac swings its arm down, it's going to sweep the entire area in front of it. When you see it pull its arm back, move into the entryway and wait for it to finish its sweep. As soon as it finishes, a Breaksight strike opportunity will be available.

If the Brionac begins spinning up its arms as they become electrified, move to the entryway again. Brionac will begin throwing electrified Magitek Armor (MA) at you and you'll need to shoot all of it out of the air or take damage when it impacts with you. The easiest way to deal with this is to sit in the entryway and use the Lock-On to target the MAs. Whenever they are targeted, the MAs will have Killsight placed on them. If you hit them while they have Killsight on, they'll fly back at Brionic.

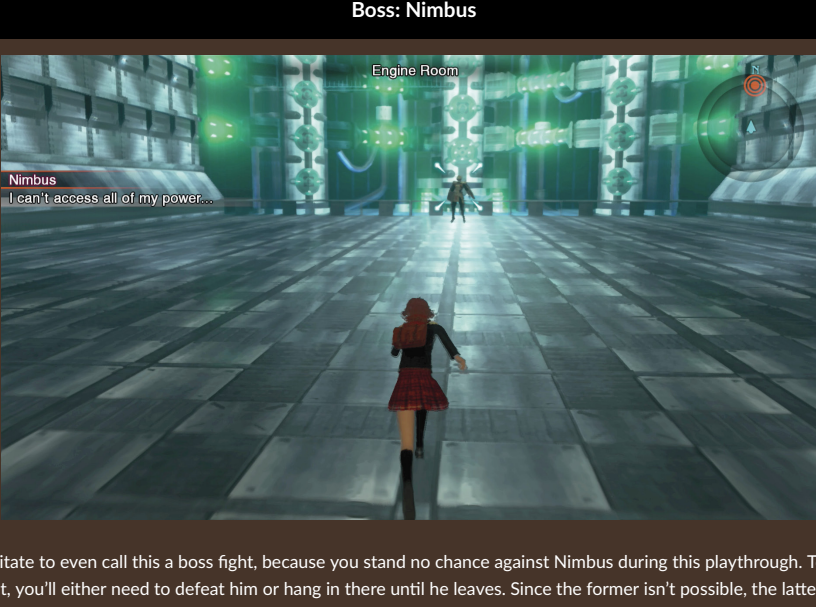
Don't spend too much time in the entryway, however: the Brionac has a move that will attack directly in the entryway. After each of the Brionac attacks, make your way back out in front of it if you hid in the entryway. This will help bait the Brionac into attacking in front of it, instead of in the entryway. If you do end up triggering the entryway attack, signaled by the Brionac pulling its arm back and electrifying it, step out and to either side of the entryway, or as far back inside the entryway as possible to the safe spot against the back wall.

Pay close attention to what Moglin has to say. If the Moogle tells you to hide, get into the entryway. If you notice the Brionac lifting its left arm, that's another telltale sign to get into the entryway. Brionac will slam down with its arms, one at a time, which will give you an opportunity for a Breaksight strike immediately after.

It only takes a handful of Breaksight strikes to defeat the Brionac, so never stop firing at it if you can help it.

Once Brionac has been defeated, you'll be ushered to area 28.

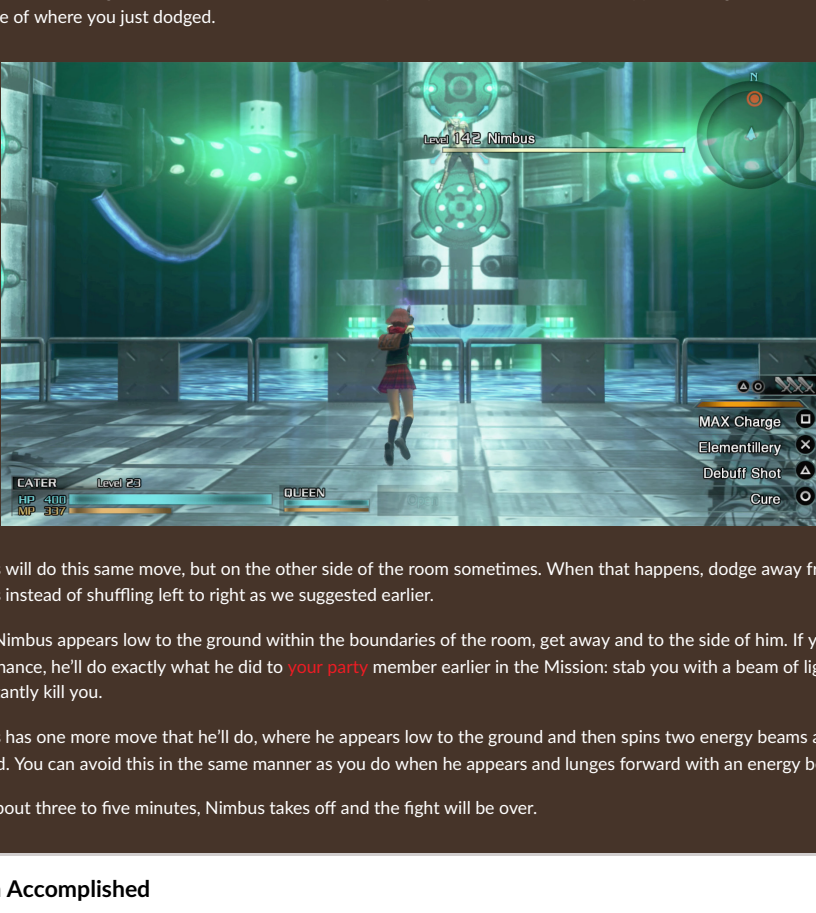
Boss: Nimbus



We hesitate to even call this a boss fight, because you stand no chance against Nimbus during this playthrough. To end the fight, you'll either need to defeat him or hang in there until he leaves. Since the former isn't possible, the latter choice is the only option. Take note that you can just let him kill your party if you're not in the mood to wait him out, but it will add casualties to your Report Card.

Like the fight with Brionac, this is a fight that is best suited for a single squad member. Avoid adding any other party members to your squad and make sure to have a fast, quick-dodging character selected as your active leader.

When Nimbus appears near the green, glowing machinery outside of the boundaries of the area, he'll begin creating symbols on the ground that will shoot a bolt of white light straight down shortly after the symbol appears. If you get hit by this, you'll be killed immediately. Luckily, they are rather easy to dodge. Wait until one appears below you, then dodge to either the left or right of it—whichever side has more open space. When another one appears, dodge in the direction opposite of where you just dodged.



Nimbus will do this same move, but on the other side of the room sometimes. When that happens, dodge away from Nimbus instead of shuffling left to right as we suggested earlier.

When Nimbus appears low to the ground within the boundaries of the room, get away and to the side of him. If you give him a chance, he'll do exactly what he did to your party member earlier in the Mission: stab you with a beam of light that will instantly kill you.

Nimbus has one more move that he'll do, where he appears low to the ground and then spins two energy beams around his head. You can avoid this in the same manner as you do when he appears and lunges forward with an energy beam.

After about three to five minutes, Nimbus takes off and the fight will be over.

Mission Accomplished

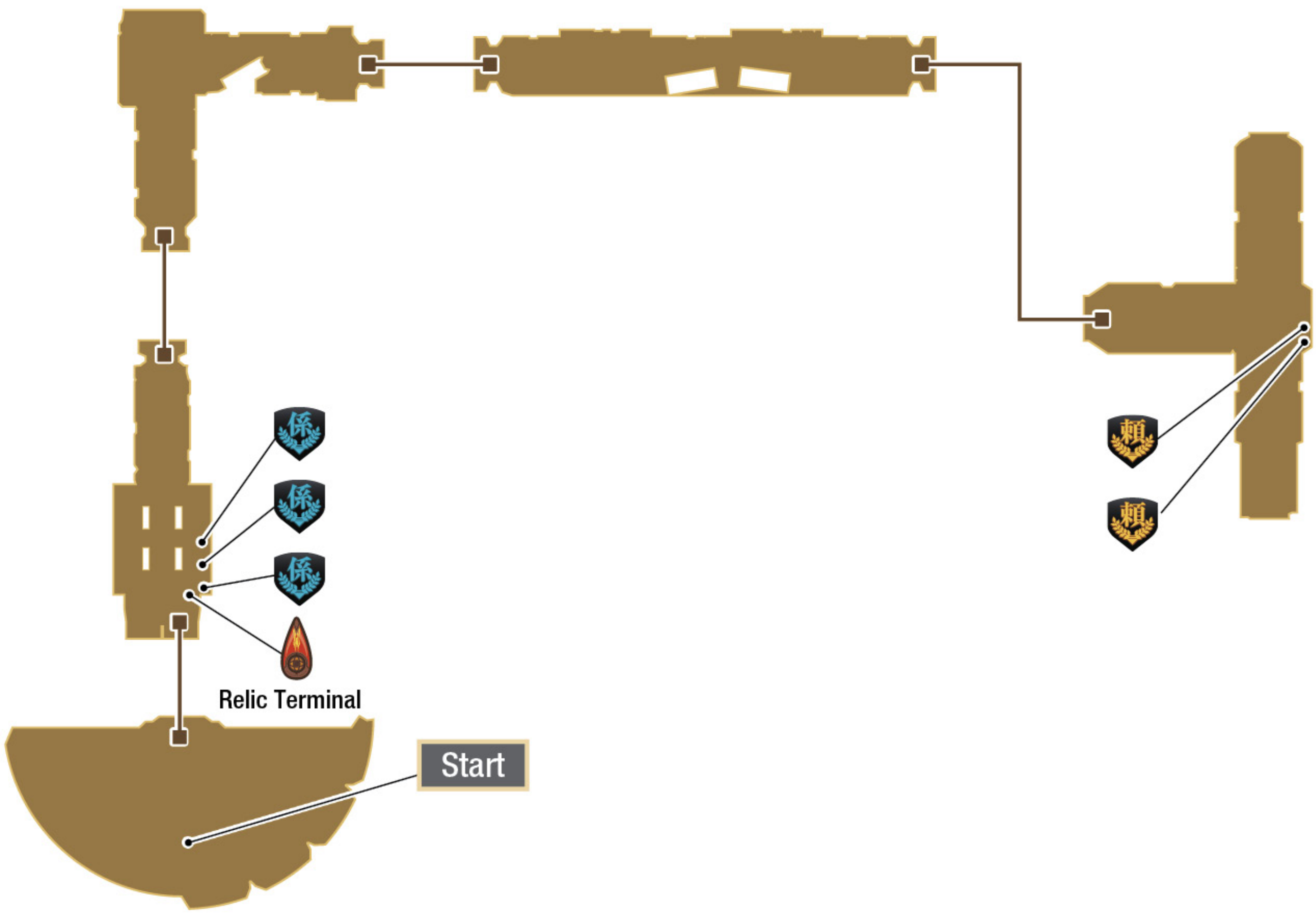
Completing this Mission will earn you the Fire ROK spell.

The fight with Nimbus ends in a ceasefire between the dominion and Milites. For the time being, you'll be staying in a hotel behind enemy lines. Things are going to play out a little differently during this next chapter.

Walkthrough

Chapter 4: The Last Queens Return to Oblivion

As we mentioned before, this chapter will be spent behind enemy lines in the Militesi capital city of Ingram. You won't have much time to do Tasks and Events this time around, so make sure you fully explore the city before committing to any Event that would steal your precious Free Time.



Events, Tasks, and Expert Trials (First Break–1 Day)

Events

Location	Who	Reward	Note
VIP Suite	Trey	Cutscene, X-Potion	—
VIP Suite	Sice	Cutscene, Hi-Potion	—
VIP Suite	Rem	Cutscene, Elixir	—
Hotel Armada	Aria	Cutscene, Hi-Potion	—
District 0709	Piett	Cutscene, Hi-Potion	—
District 0709	Imperial Trooper	Ether	—
District 0709	Imperial Trooper	Hi-Potion	—
District 0711	Jack	Cutscene, Hi-Potion	—
District 0711	Cater	Cutscene, Hi-Potion	—
District 0711	Imperial Trooper	Ether	—
District 0714	Imperial Trooper	Hi-Potion	—
District 0714	Eight	Mega-Potion	—

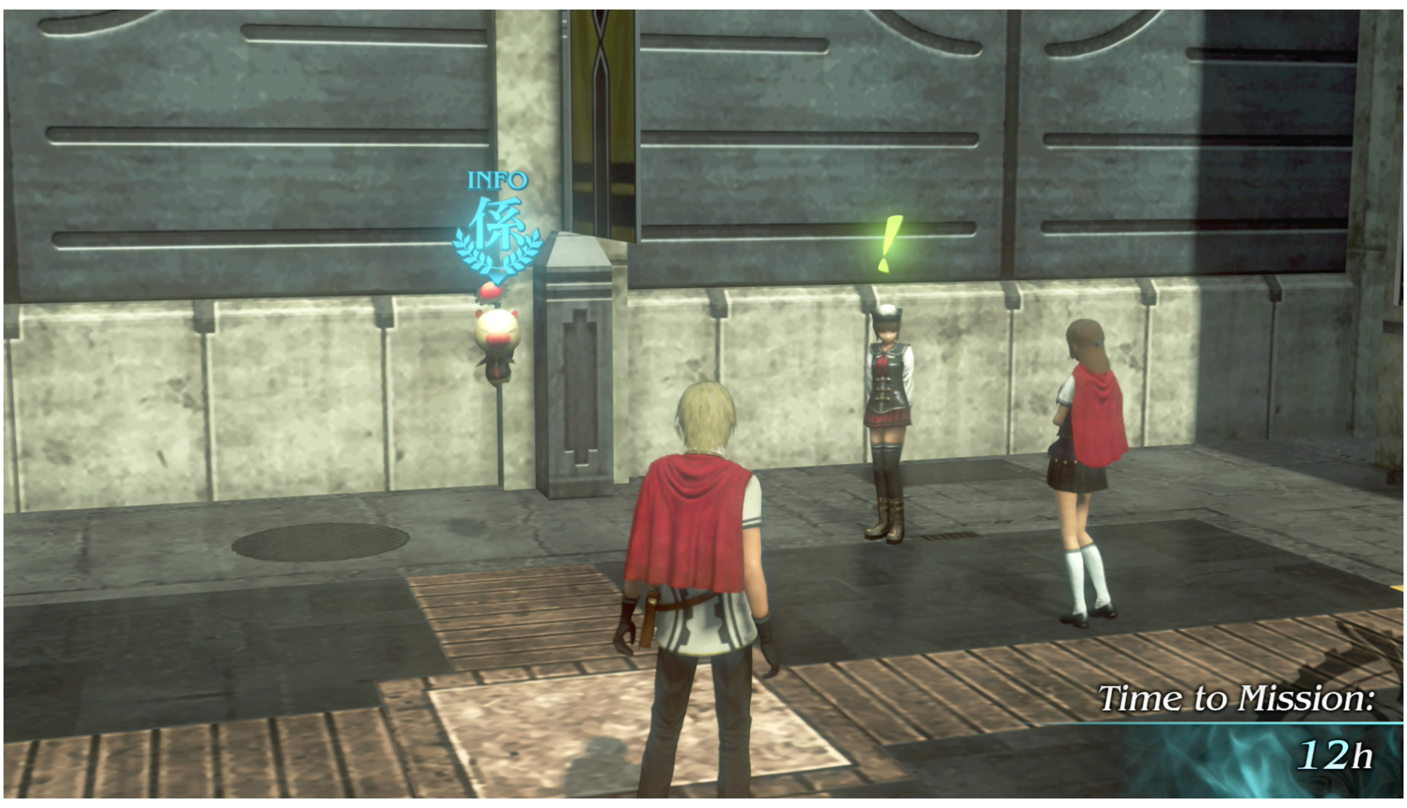
For More Information

If you want more information about the Tasks, Expert Trials, and Events in Final Fantasy Type-0 HD, refer to the "Side Quests" section of this guide.

Tasks in Ingram

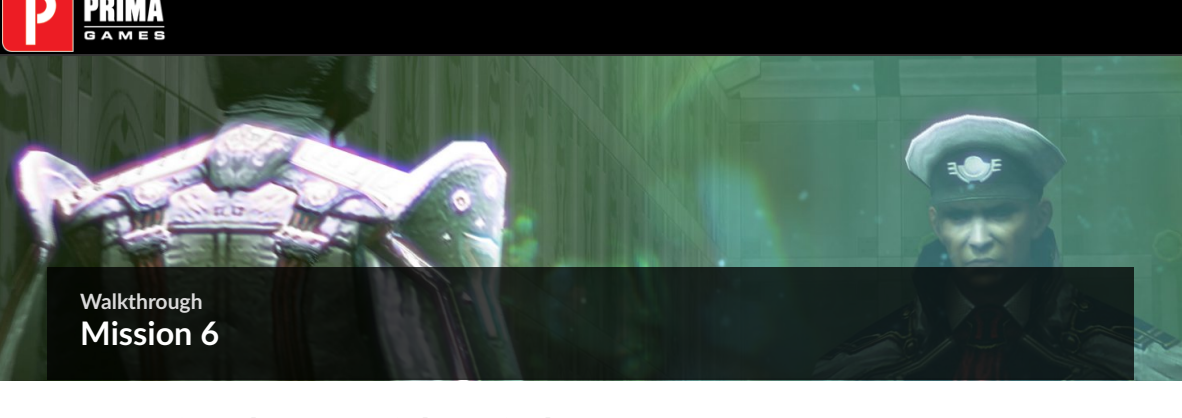
There are a couple of Tasks in Ingram, but the requirements for completing them will be out of your realm of possibilities right now. Come back and complete them on the second or third playthrough.

Support From Akademeia



While you won't have access to Akademeia's facilities during this time, Moglin and Aria will show up at the entrance of the Hotel Armada to render you some assistance. Speak with Aria to earn a Hi-Potion and gain access to her storefront. She won't have much, but anything is better than nothing at this point.

You can also speak with Moglin to do a Simulated Battle or to skip ahead to the next Mission. If you're in desperate need of some more levels for your party members, the Simulated Battles will help, but we suggest you do past Missions at the Title Screen to level up faster.



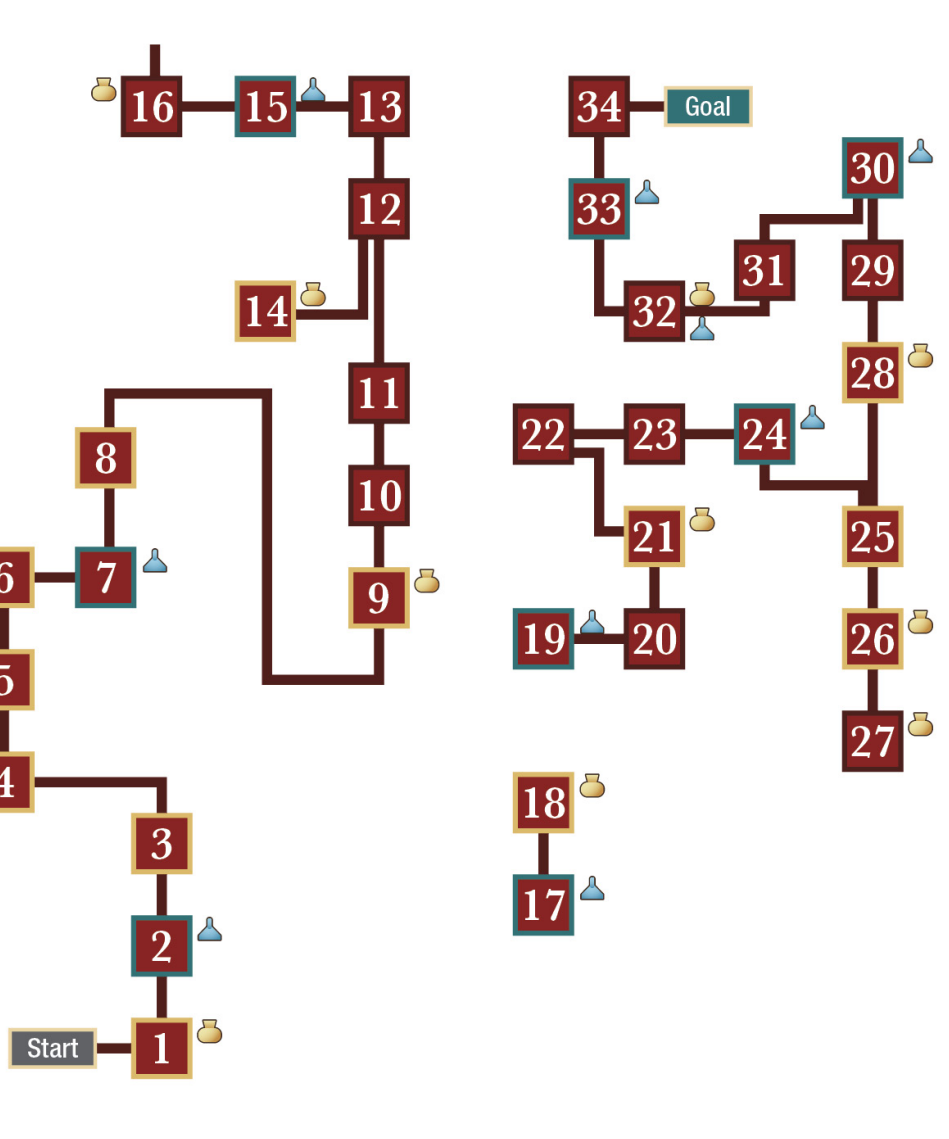
Walkthrough

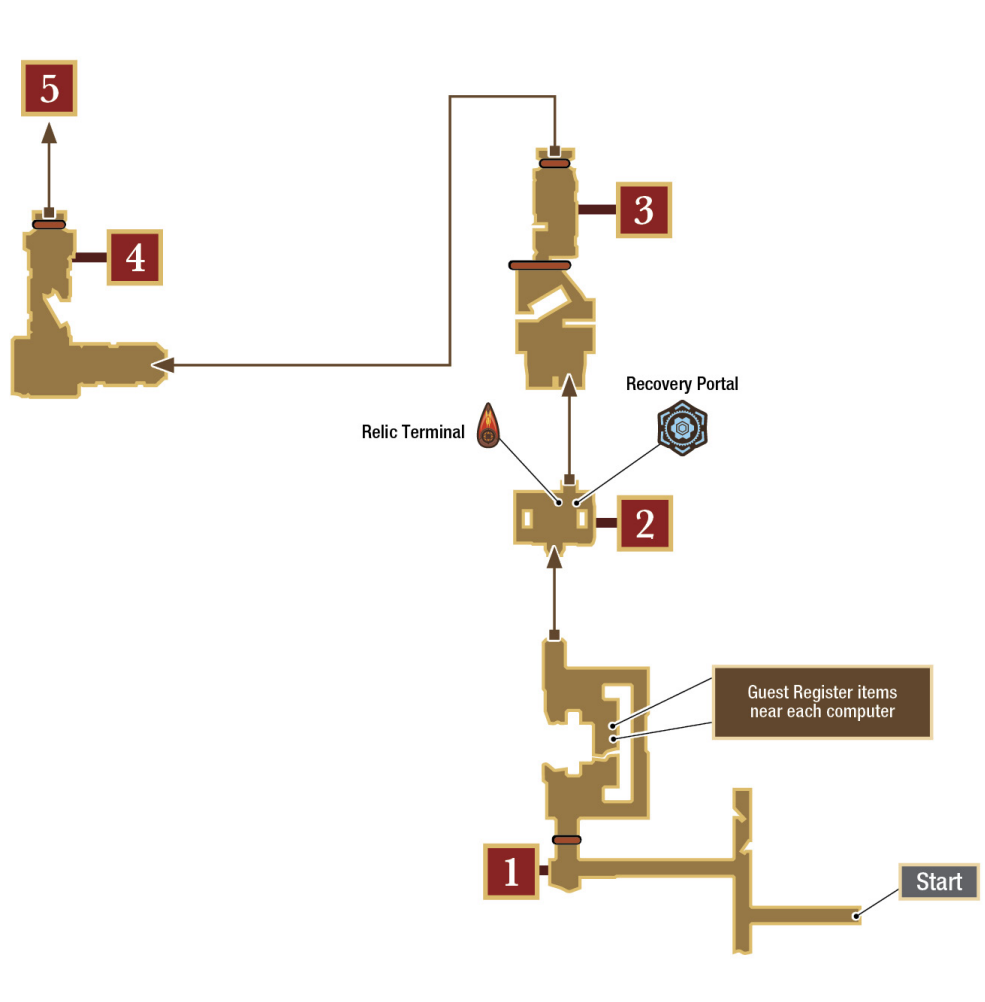
Mission 6

Escaping the Imperial Capital

Mission Level: 23

S-Rank Requirements		
Time	Phantoma	Casualties
25:00	90	0





1 Grand Foyer

As soon as you clear the first area and the energy wall drops, the SO will pop up for you to accept. The Guest Registers are near the computers at the front desk in the next room.

Special Order

Acquisition Challenge: Procure two hotel Guest Registers.

Time Limit: 2:00

Effect: Haste 0:45

Reward: Elixir

2 Hotel Entrance (Safe Zone)

3 Hotel Armada

A ranged character is ideal for this area, because two imperial soldiers are standing on top of trucks that you have no way to climb.

Special Order

Defeat the enemy commander using your active leader.

Time Limit: 2:00

Effect: Protect 0:45

Reward: Vitality Apparatus

4 District 0709

Special Order

Acquisition Challenge: Harvest three Phantoma.

Time Limit: 2:00

Effect: Haste 0:45

Reward: Elixir

5 District 0711

To complete the SO for this room, you'll need to switch to your ranged character to take out the Mid-sized Carrier.

You'll need to defeat the CO, who will appear after you take down the other soldiers and the Mid-Sized Carrier, for the north gate to drop.

Special Order

Take down one Mid-Sized Carrier using your active leader.

Time Limit: 5:00

Effect: Freecast 1:00

Reward: Magic: Blizzard ROK-II

6 District 0714

You'll have to be on your guard in this room, as there are a couple of Colossus units running amok. They are much easier to challenge with a melee fighter instead of a ranged one. Stand in front of the Colossus to bait it into swinging at you. As soon as it stops and raises its arms, dodge behind it and wait for Breaksight to appear, then strike. You'll make short work of it in no time.

Once you've defeated one of the Colossi the gate will drop, allowing you to access the second half of the room. As soon as you approach the gate on the other end of the room, a Colossus CO will appear. Defeat the Colossus CO to drop the energy wall and gain access to the next area.

Special Order

Combat Trial: Score three Breaksight strikes on a Colossus.

Time Limit: 4:00

Effect: Protect 0:45

Reward: [Machina's Weapon] Rune Rapiers

7 District 0720 (Safe Zone)

8 District 0722

A train car will roll up to the center of the room and imperial soldiers will jump off to engage you. If you approach the north end of the area, a CO will enter the room from its north passage. Defeat the CO to be able to exit the area.

9 District 0723

To complete the SO, you need to pick up three Army Notebooks scattered around the room. Refer to the map for this room for each of the items' locations.

Once you defeat the Colossus CO, you're free to move through the north passage.

Special Order

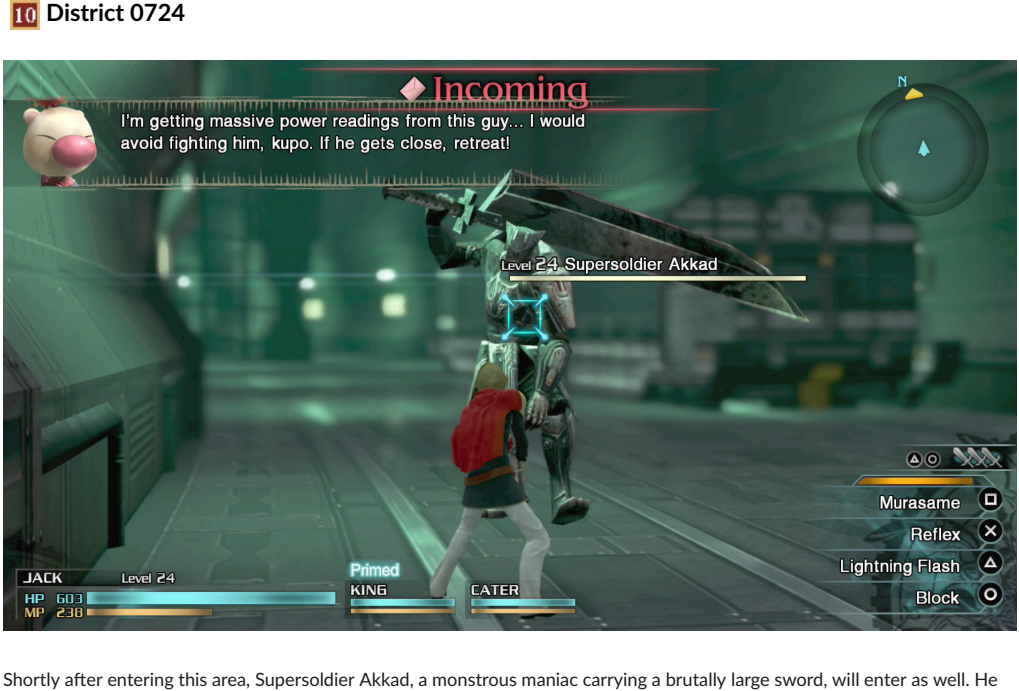
Acquisition Challenge: Collect three items located in this area.

Time Limit: 4:00

Effect: Haste 0:45

Reward: Elixir

10 District 0724



Incoming

I'm getting massive power readings from this guy... I would avoid fighting him, kupo. If he gets close, retreat!

Shortly after entering this area, Supersoldier Akkad, a monstrous maniac carrying a brutally large sword, will enter as well. He will stalk you through the train tunnels for the rest of the time you are here. Killing him right now is nearly impossible, so your best bet is to avoid him entirely.

If you're trying to complete the SO for this room, avoiding him is your job. Don't Lock-On to him; just run to the other side of the room whenever he gets near you.

Special Order

Judgment Analysis: Monitor the freak Akkad.

Time Limit: 1:00

Effect: Regen 0:45

Reward: [Deuce's Weapon] Platinum Piccolo

11 District 0725

Be swift about defeating the enemies in this room. You only need to kill the CO to exit the room, but if you're going for the SO, you'll need to hold off until you've killed at least two other imperial soldiers first.

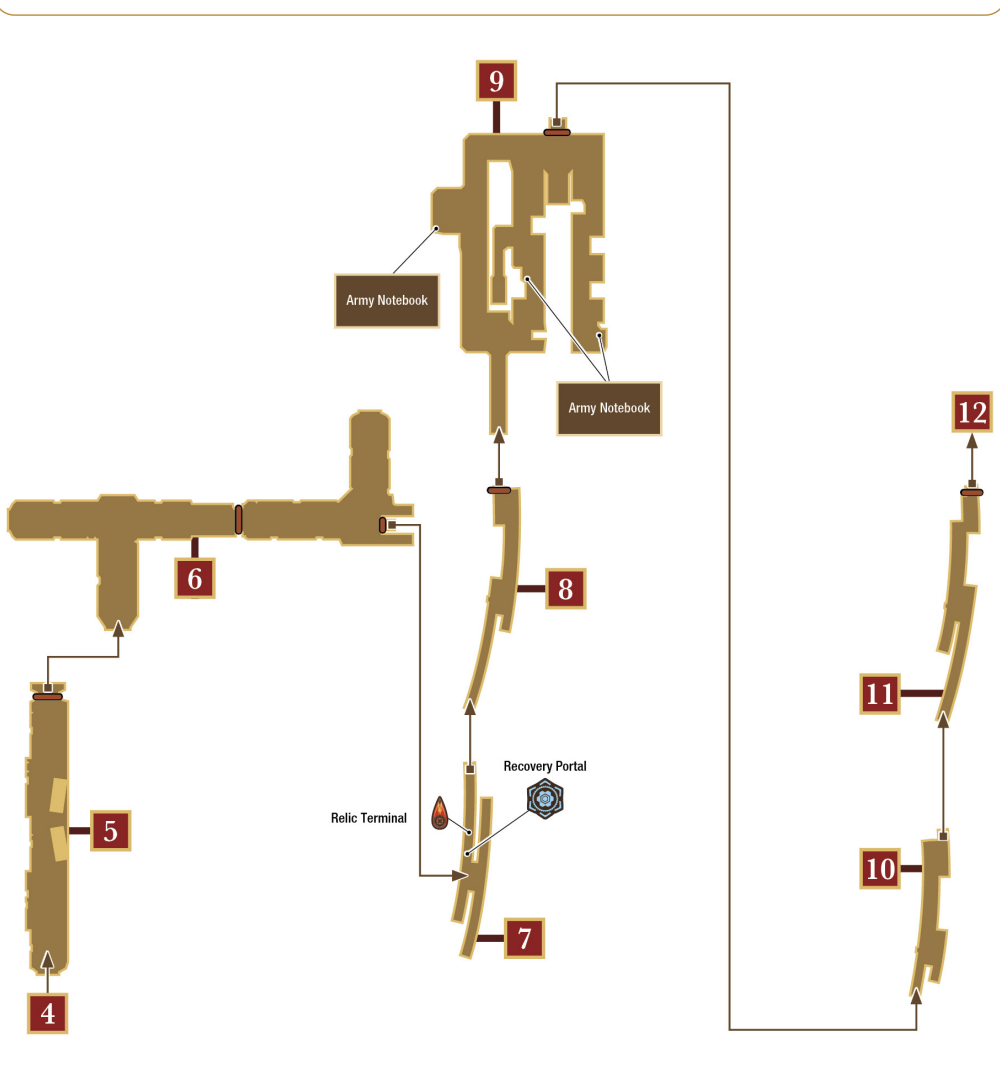
Special Order

Acquisition Challenge: Harvest three Phantoma.

Time Limit: 2:00

Effect: Invincible 0:30

Reward: Phoenix Down



12 District 0726

To complete this SO, you need to perform a Killsight strike on an Imperial Trooper, not the Colossus. You'll need to be extra careful, because Troopers are in short supply and Akkad will enter the room shortly after you do.

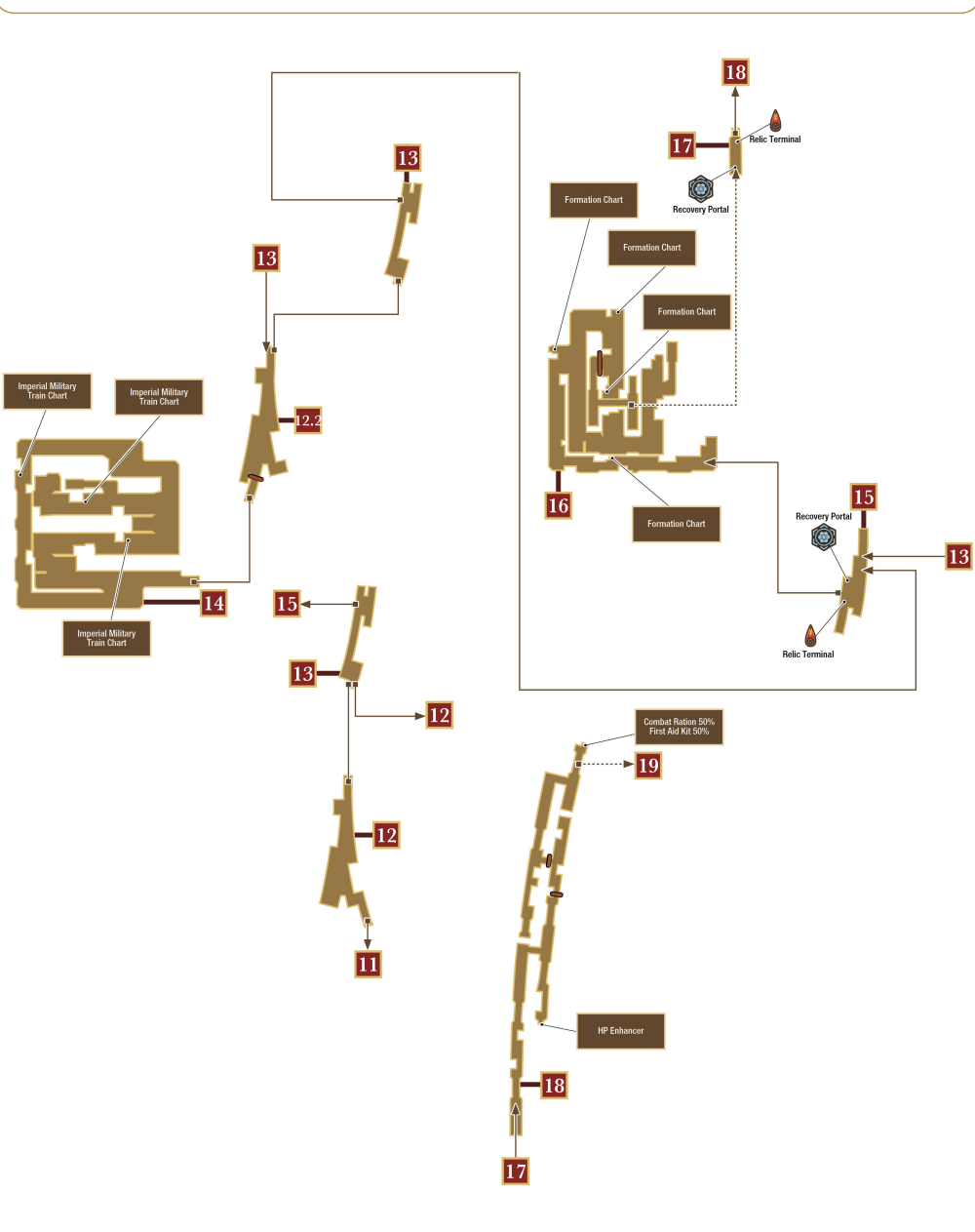
Special Order

Score a Killsight strike on one imperial trooper using your active leader.

Time Limit: 2:00

Effect: Aura 0:30

Reward: Elixir



13 District 0727

Don't worry about the CO in this room. He'll escape through the passage you entered from as soon as you enter. It is possible to defeat him if you attack him as soon as you enter, but if you want the SOs in the following rooms, you'll have to head down the path he was going to take anyway. Defeat the remaining Imperial Troopers, then head to the yellow diamond on your minimap.

It turns out that the CO who ran from you was carrying the keycard to that door. You'll have to backtrack to find him and obtain the keycard from him.

12.2 District 0726

A Colossus CO will be in the center of the room. Defeat it to open the path to area 14. Before you leave, however, you'll be given another SO—this time involving Akkad.

Special Order

Defeat the enemy commander using your active leader.

Time Limit: 5:00

Effect: Aura 1:00

Reward: Megalixir

Special Order

Casting Exam: Strike the freak Akkad with three spells.

Time Limit: 5:00

Effect: Haste 1:00

Reward: Phoenix Pinion

14 District 0728

The CO will be running up the ramp directly ahead of you. Chase him down and kill him to obtain the Gate Key. Head back to area 13 whenever you're ready.

If you're doing the SO for this room, refer to the map to see where each of the Railway Maps are.

Special Order

Acquisition Challenge: Collect three items located in this area.

Time Limit: 4:00

Effect: Freecast 0:45

Reward: Stormwyrm Armlet

15 District 0729 (Safe Zone)

16 District 0730

As soon as you enter the room, a timer will begin ticking down, marking when the train you desperately need to be on is departing. You only have three minutes to defeat the CO and hop on the train.

To make matters worse, as soon as you approach the ramp leading down to the lower level of the room, Akkad will burst through the vent-like wall and begin pursuing you again.

The room is structured in a maze-like fashion. In order to navigate it, refer to the map below. As soon as the CO has been killed, race around the trains to the yellow diamond on your minimap to ride the train out of this area.

If you're trying to complete the SO for this room, refer to the map for all of the Formation Chart locations.

Special Order

Acquisition Challenge: Collect three items located in this area.

Time Limit: 2:00

Effect: Haste 1:00

Reward: [Rem's Weapon] Rune Daggers

17 Tiger Liner 703A (Safe Zone)

When you first enter this area, it's completely safe. You can save, heal, and upgrade your characters. If you move down the ramp just ahead, enemies will ride in on another train to try and take you out.

18 Tiger Liner 703A Cont'd

MAX Charge
Elementillery
Debuff Shot
Cure
CATER
Level 25
HP
MP
JACK
Primed
KING

Imperial Troopers and Airborne Troopers will do their best to hassle you, but if you switch to a ranged character, you should have very few problems dealing with either of them.

Move north until you can't proceed any farther, then knock the large ramp down onto the train to your right. As soon as you begin heading north after crossing over to the other train, an SO will appear.

Continue defeating the imperial soldiers as you make your way up to the front of the train. Kick down the second ramp and cross over to the other side to find the last two enemies in the area. Once you've defeated them, you'll be ushered to the next area.

Special Order

Take down three imperial troopers using your active leader.

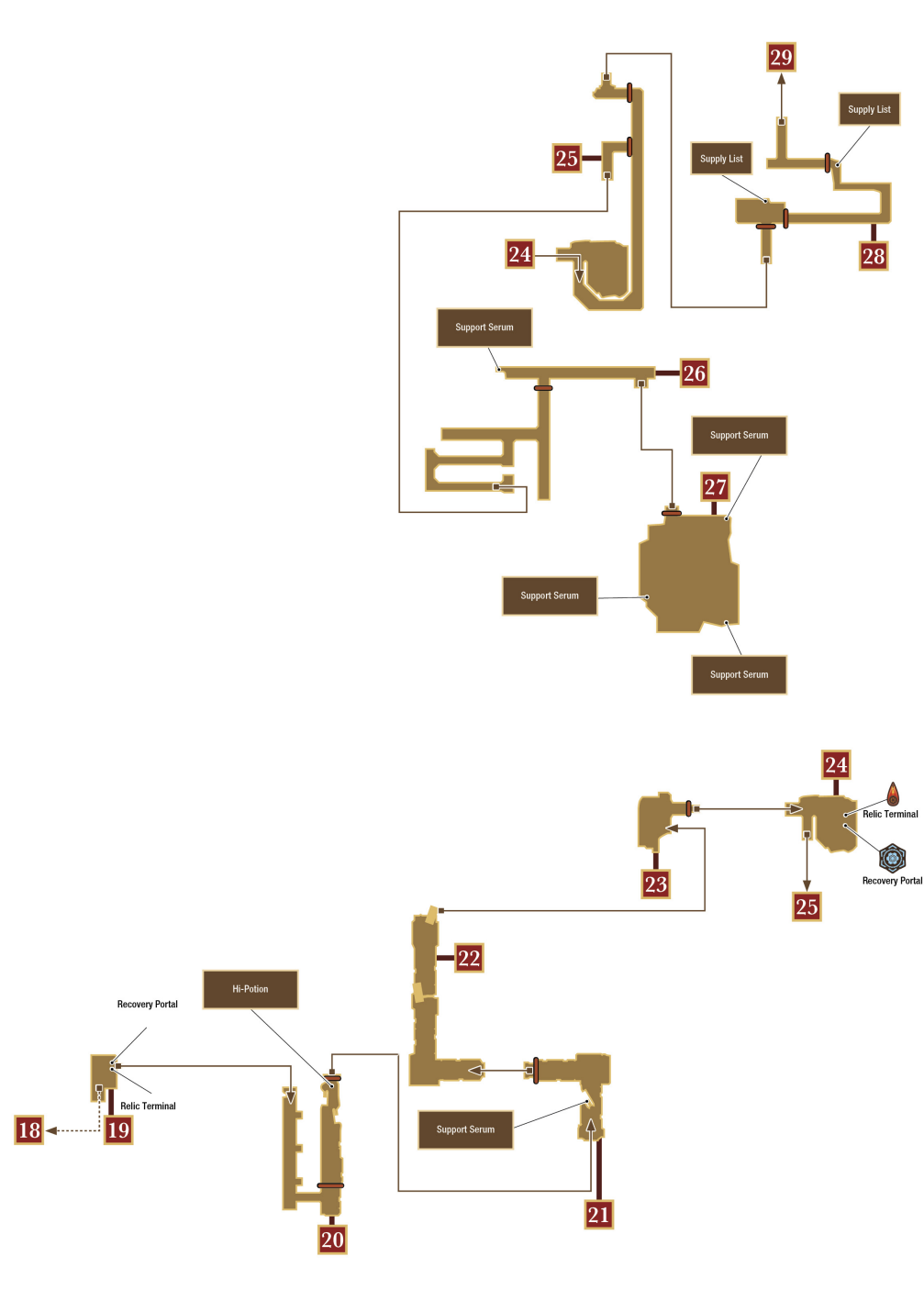
Time Limit: 2:00

Effect: Protect 1:00

Reward: Icewyrm Armlet

Hold off on defeating the last two enemies if you want to grab the item on the north point of the train.

19 Station 3348 (Safe Zone)



20 District 3348

You'll need to defeat all of the Imperial Troopers ahead of you to open the path to the northeast passage. As soon as the energy shield drops, head north and you'll encounter two trucks full of Imperial Troopers. Well, there are two trucks, but we shouldn't say they're "full." A total of three Troopers exit the backs of the trucks and try to take you out. Defeat them and the northeast gate will open, revealing one more Trooper and a CO. Defeat the CO to get the gate down permanently.

Defeating the CO first will allow you to loot the MPV-A1 Trunk Key from the surrendered Trooper. Use the key to open the truck closer to the gate. Inside you'll find two surrendered soldiers. One will give you a Hi-Potion, while the other will give up the key to unlock the other truck.

Special Order

Score Killsight strikes on two Imperial Troopers using your active leader.

Time Limit: 2:00

Effect: Protect 0:30

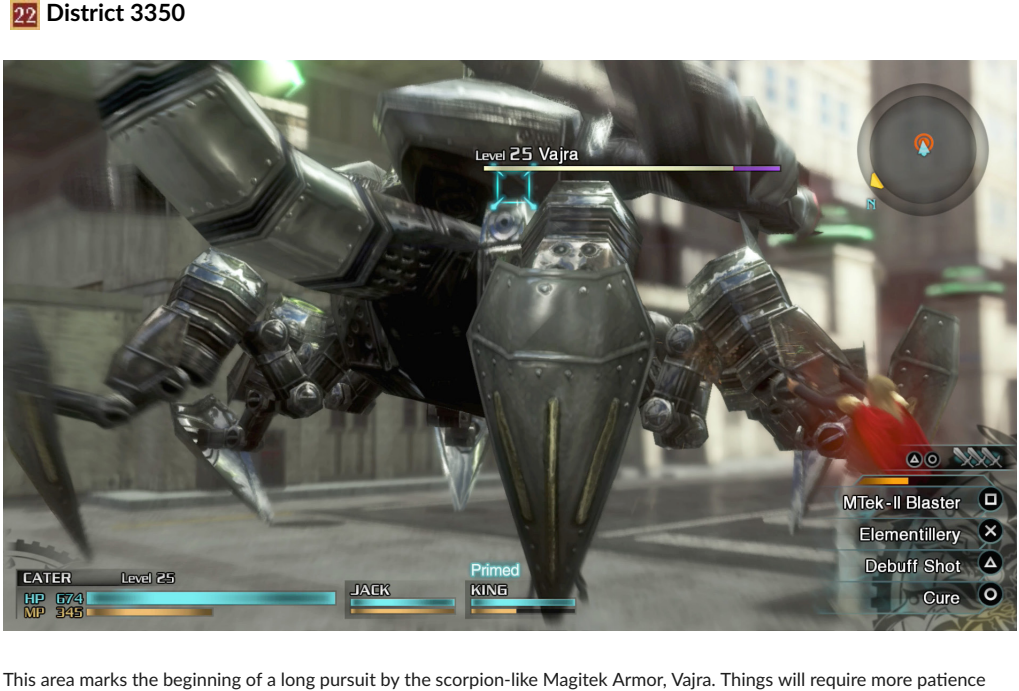
Reward: Firewyrm Armlet

21 District 3349

An Imperial Trooper with two Coeurls will bum-rush you as soon as you enter the room. Defeat them and two more Imperial Troopers will appear. Knock them out as well, then approach the western gate to get the CO to appear. Once you've defeated the CO, he'll drop the key to the truck located near the entrance of this area.

Run to the back of the truck and hit the Action button to open it. Enter the truck to find a Support Serum.

22 District 3350



This area marks the beginning of a long pursuit by the scorpion-like Magitek Armor, Vajra. Things will require more patience and timing from here until the end of the Mission, so be sure to play it safe whenever Vajra's around and keep your eyes open to either escape or attack the mechanized arachnid.

There is a barricade blocking you from the north side of the room. Vajra will jump over the barricade and challenge you directly. Its attacks come at you quickly, so stay alert.

Using a ranged character is a good idea for this fight. You can easily slide under Vajra's legs to escape it, so the best approach is to keep your distance, then slide under its legs whenever it starts to back you into a corner.

After dealing enough damage, Vajra will climb away, and then begin firing at you from the buildings north of you. Once this happens, the SO for the area will appear. The best way to complete the SO is to head back around the corner toward where you entered from, then wait out the timer. Vajra can't reach you from here, so patience is the only thing you need to complete this SO.

Special Order

Evasion Drill: Avoid taking damage.

Time Limit: 1:00

Effect: Haste 1:00

Reward: Argentic Ring

To get to the north side of the room, stand behind the truck in the barricade and wait for Vajra to fire. Vajra's missile will destroy the truck, creating a passage for you. Head north and then do the same thing again with the truck on the right side of the barricade, then enter the passage on your right.

23 A-13 Building

Vajra will be just outside the building you're currently in. Switch to a ranged character and fire on Vajra until it climbs up to the second floor. Stay to the right side of the room while running toward the rubble. Vajra will fire a volley of missiles that is easily avoided if you're near the rubble on the right side of the room.

Once Vajra leaves, head through the door behind you.

24 A-13 Building 1F (Safe Zone)

25 A-13 Building 2F

As you approach the end of the hall, a Snow Giant will swing in along the ceiling and attack you. Using a ranged character in these tight quarters is recommended. A melee fighter can get cornered or pressed against a wall, making it an easy target for the Snow Giant. If you keep backing up while shooting the Snow Giant, then slide past it when it gets too close, you should easily avoid most of its attacks.

Head through the first opening on the left side of the hall. There is another passage at the end of the hall, but we're going to hold off visiting there for now.

Special Order

Combat Trial: Score two Breaksight strikes on the Snow Giant.

Time Limit: 2:00

Effect: Endure 0:45

Reward: Gold Bracelet

26 A-13 Building Basement

The basement is loaded with Bat Eyes, all of which need to be killed for the energy shield to drop. There is also another Snow Giant in this basement that is heading directly toward area 27, so try not to race there.

Head through the northeast passage to reach the Underground Storeroom.

27 Underground Storeroom

You'll have to face off with two Snow Giants in this room. There is plenty of space to roam around, so switch to your heaviest hitter and go to town on the ice creatures. You can hold off on accepting the SO until at least one of them is at a single bar of health to help assure the SO's completion.

Once you've defeated them, look in all corners of the room to claim your rewards: three Support Serums. Once you've grabbed them all, head back up to area 25 and proceed down its north passage.

Special Order

Defeat two snow giants using your active leader.

Time Limit: 1:30

Effect: Aura 0:30

Reward: Magic: Thunder ROK-II

Special Order

Acquisition Challenge: Collect two items located in this area.

Time Limit: 4:00

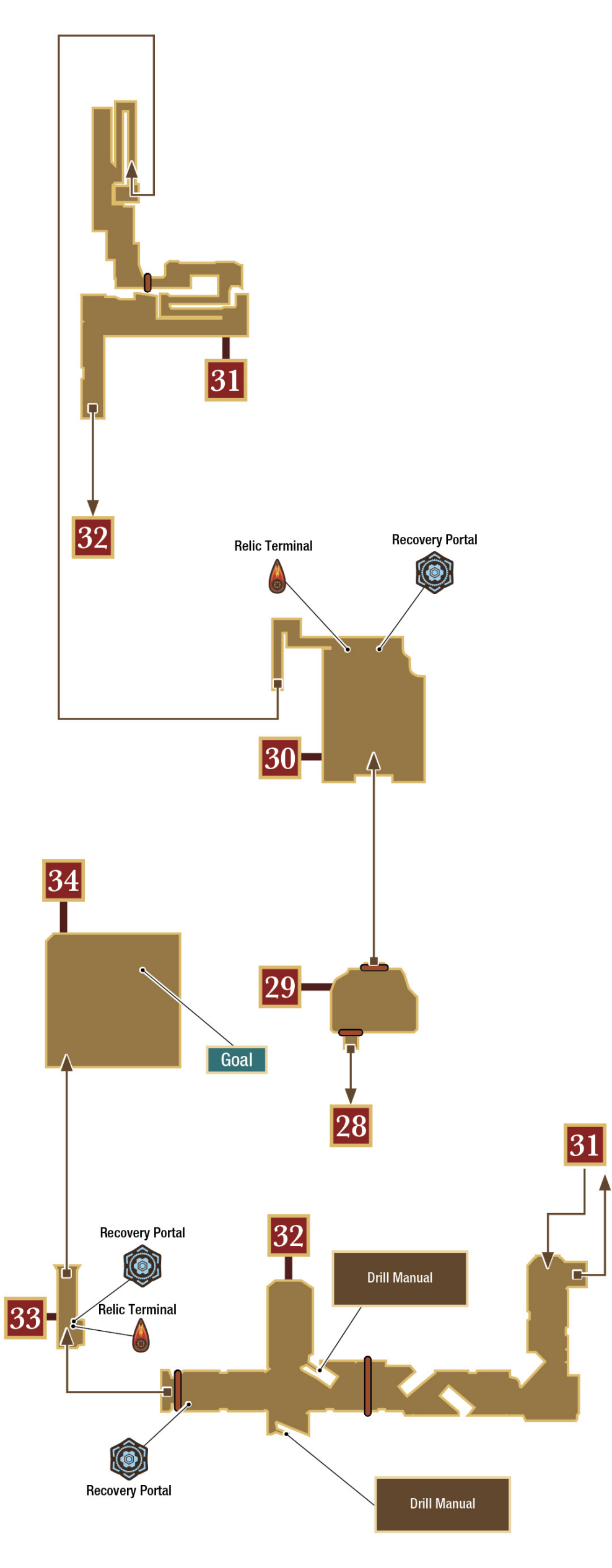
Effect: Invincible 0:30

Reward: [Queen's Weapon] Rune Saber

28 Supply Route

There are a handful of Evil Eyes flying around this area that will need to be defeated to remove the energy shield. The SO for this room can be surprisingly tricky. The first Supply List is in the first room right after entering the area, while the second one is directly in front of the second energy shield, hidden between two boxes.

29 Elevator Lobby



Special Order

Combat Trial: Score two Breaksight strikes on the Behemoth.

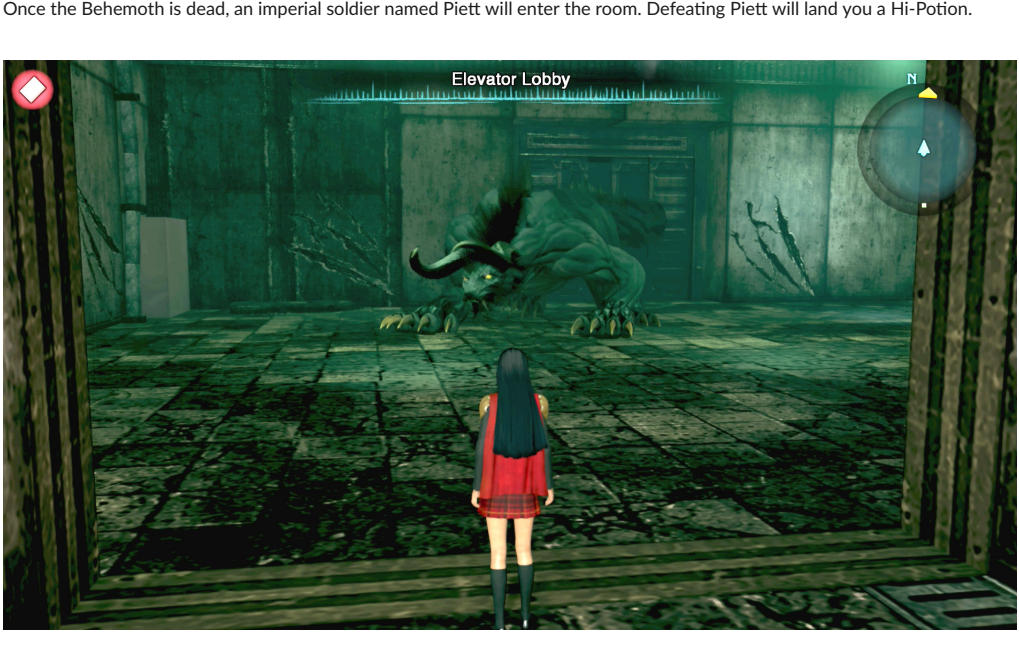
Time Limit: 2:00

Effect: Protect 0:30

Reward: Ignis Tertius, Vol. I

This room is pretty lousy. A gigantic Behemoth in an enclosed space is a cruel task to subject anyone to, but here we are. Switch to your heaviest hitter and stay behind the Behemoth while attacking it. If you see its tail raise slightly, dodge back, because it's going to do a spinning attack that will hit anyone near it.

Once the Behemoth is dead, an imperial soldier named Piett will enter the room. Defeating Piett will land you a Hi-Potion.



30 A-13 Building Rooftop (Safe Zone)

31 Emergency Stairs

As soon as you approach the energy shield, Vajra will hop up on the roof you're on. You'll need to watch it and memorize its pattern, then slide in and strike it when it stops firing. As soon as you hit it a couple of times, it'll drop off the roof.

Special Order

Acquisition Challenge: Harvest three Phantoma.

Time Limit: 2:00

Effect: Haste 1:00

Reward: Aegis Secunda, Vol. II

As you approach the stairs leading down to the ground floor, Vajra will hang from the roof of the building behind you and begin firing missiles again. You can repel it by switching to your ranged character and firing at it. You don't need to do a lot of damage to get Vajra to flee. Once it's gone, head down the stairs, take out the Imperial Troopers, and then move to the next area.

Special Order

Performance Evaluation: Attack Vajra until it retreats.

Time Limit: 7:00

Effect: Quick 1:00

Reward: Elixir

32 District 3352

Defeat the two Supersoldiers ahead to drop the energy shield blocking your path to the west side of the room.

As soon as you approach the west side, the western gate will drop and two Colossus units will walk out from behind it. This is a pretty tough fight. Your best bet is to try to divide and conquer, but that strategy won't always work. Switch between targets when necessary to avoid getting sandwiched between the two giant machines.

To complete the SO, Lock-On to the fuel tank on the left side of the path in front of the Colossus units and wait for them to approach. As soon as you complete that SO, another one will pop up. You just need to get the key to the trucks from the CO and then grab the items inside each truck to complete that SO.

Special Order

Performance Evaluation: Use a fuel tank to damage an enemy.

Time Limit: 1:00

Effect: Quick 1:00

Reward: U1-Shock Damper

Special Order

Acquisition Challenge: Collect two items located in this area.

Time Limit: 3:00

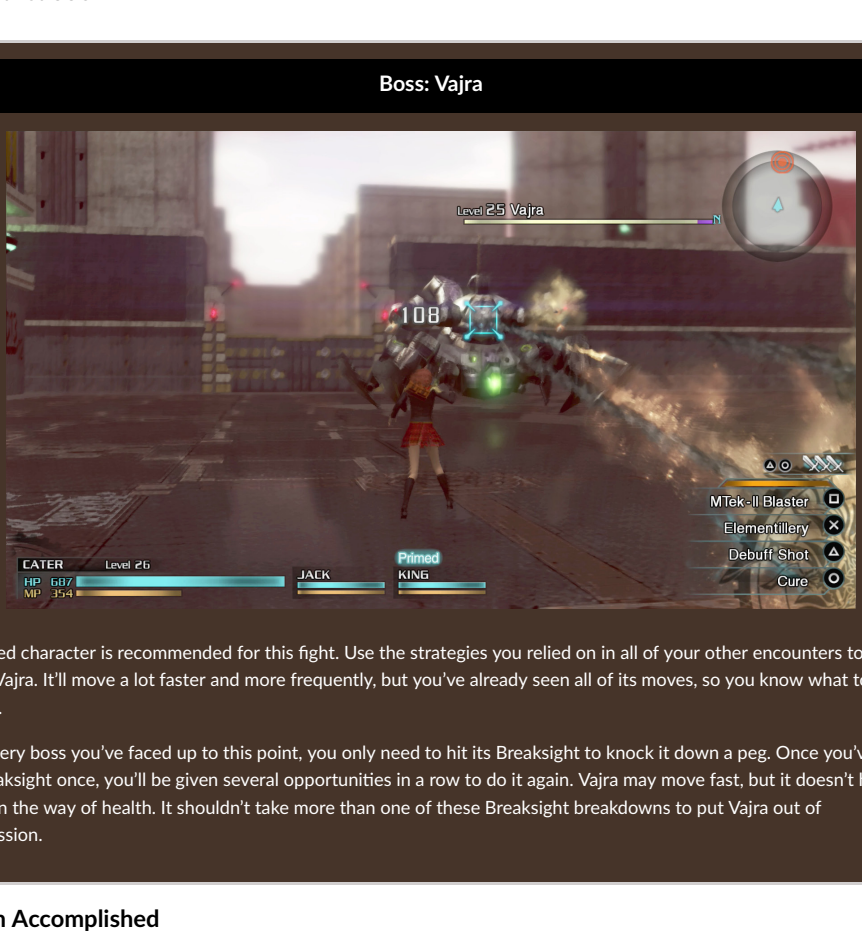
Effect: Regen 1:00

Reward: Elixir

33 District 3360 (Safe Zone)

34 District 3361

Boss: Vajra



A ranged character is recommended for this fight. Use the strategies you relied on in all of your other encounters to take down Vajra. It'll move a lot faster and more frequently, but you've already seen all of its moves, so you know what to expect.

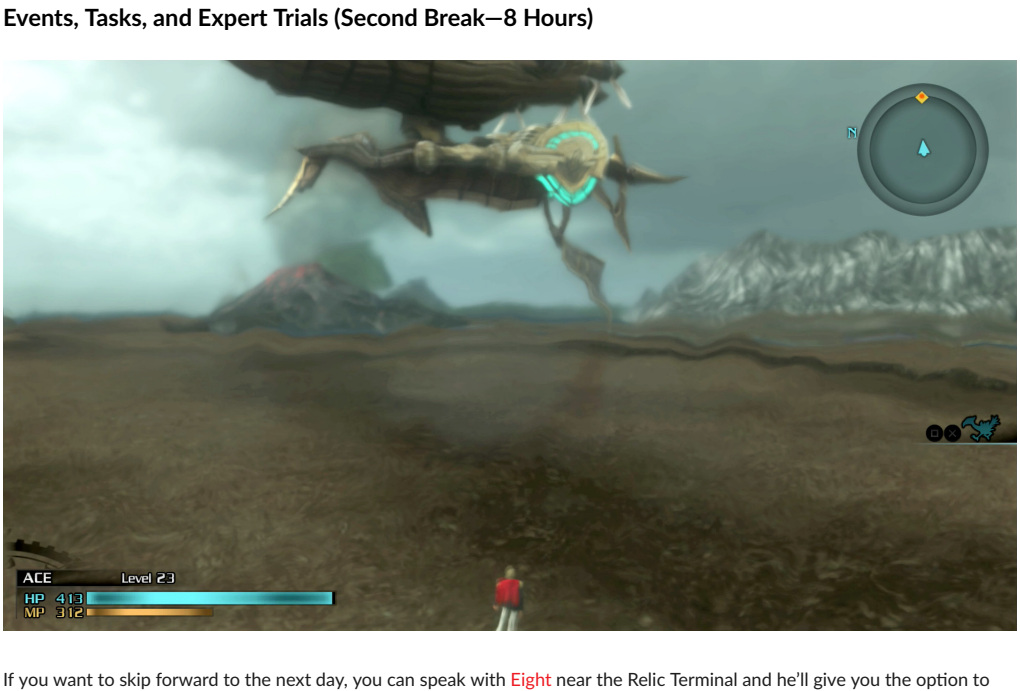
Like every boss you've faced up to this point, you only need to hit its Breaksight to knock it down a peg. Once you've hit its Breaksight once, you'll be given several opportunities in a row to do it again. Vajra may move fast, but it doesn't have much in the way of health. It shouldn't take more than one of these Breaksight breakdowns to put Vajra out of commission.

Mission Accomplished

For completing this Mission, you'll receive Magic: Thunder ROK.

You'll start the next Free Time session at an abandoned house in the middle of the woods in the Old Lorica Region. There isn't a whole lot to do at this point, except talk to your fellow classmates to pass the time.

Events, Tasks, and Expert Trials (Second Break—8 Hours)



If you want to skip forward to the next day, you can speak with Eight near the Relic Terminal and he'll give you the option to rest until morning.

Events			
Location	Who	Reward	Note
Abandoned House	Cater	Cutscene, Mega-Potion	–
Abandoned House	Cinque	Cutscene, Turbo Ether	–
Abandoned House	Deuce	Cutscene, Hi-Potion	–
Abandoned House	Queen	Cutscene, Hi-Potion	–

Once morning arrives, run back to the house and collect l'Cie Anshar's Crystal just past the Relic Terminal, then head out.

You need to get to Jubanla Region, but chocobos are strictly prohibited. Follow the yellow diamond on your minimap to get to Jubanla and get ready to fight your way there. Without chocobos to ride, you'll run into plenty of random encounters. Once you reach Jubanla Region, however, you need only reach the nearby airship to be rescued from behind enemy lines.

Walkthrough

Chapter 5: The First Battle of Judecca

Once back in Akademeia, head to Central Command to start an important cutscene.

Events, Tasks, and Expert Trials (First Break–5 Days)

Moogle Classes

FGHT-201: Applied Intro to Battle Basics	40,000 EXP
MAGC-201: Applied Intro to Basic Magic	Magic Power +1
HPUP-101: Fundamentals of Health I	HP +50
MPUP-101: Fundamentals of Magic Enhancement I	MP +10

Events

Location	Who	Reward	Note
Airship Landing	Ryo	Elixir	—
Airship Landing	Ryid	Ether	—
Back Garden	Cinque	Mega-Potion	—
Crystarium	Quon	Cutscene, Ether	—
Kazusa's Lab	Kazusa	Cutscene, Random Item	Must be done while you only have two to six hours remaining.
Central Command	Cadetmaster	Cutscene, Elixir	Play as Machina.
Ready Room	Carla	Cutscene, Hi-Potion	—
Ready Room	Class Twelfth Moogle	Hi-Potion	—
Ready Room	Enra	Ether	—
Terrace	Orderly	Mega-Potion, "What Happened to Aria" entry added to the Rubicus.	—
Terrace	Emina	Cutscene, Hi-Potion	Must be done while you only have two to six hours remaining; you must speak with the Sorcery Researcher before she'll talk a second time; can be done during your second break.
Lounge	Deuce	Mega-Potion	—

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give one Phoenix Down to the Logistics Officer.	Mythril Gloves	—
Fountain Courtyard	Enra	Play as Rem and get an S-Rank in the "Covering the Cadets" Trial.	Gold Bangle	Second Playthrough
Crystarium	Naghi	Find proof of the Cactuar.	Ballistic Shield	The Cactuar can be found randomly in the Airship Landing, the Back Garden, the Terrace, and the Chocobo Ranch. (It leaves behind an item when discovered.)
Central Command	Dominion Officer	Defeat six Bombs for the Central Command Officer.	Five X-Potions	You must defeat the Bombs in the Jubanla Region, which you can gain access by heading through the Northern Corridor, west of Mi-Go.
Armory	Guildsman	Give the Guildsman seven Fire Shards.	Thunderbolt Armlet	Must fight Bombs in the Rubrum Region.
Sorcery	Sorcery Researcher	Give the Sorcery Researcher seven Cyan Phantoma.	Crystal Shard	—
Sorcery	Dr. Al-Rashia	Defeat thirty enemies with Blizzard BOM.	Twelve Jeweled Rings	Can be done in the Arena. You will need one of these Jeweled Rings to complete Quon's Task in the first Free Time of Chapter 7.
Lounge	Administration Official	Give 800 SPP to the Administration Official.	Three Megalixirs	—

Expert Trials

Name	Level Requirement	Instructions	Note
Covering the Cadets	Level 38	Class Zero must send a squad of six to regain control of Meroë.	Second Playthrough

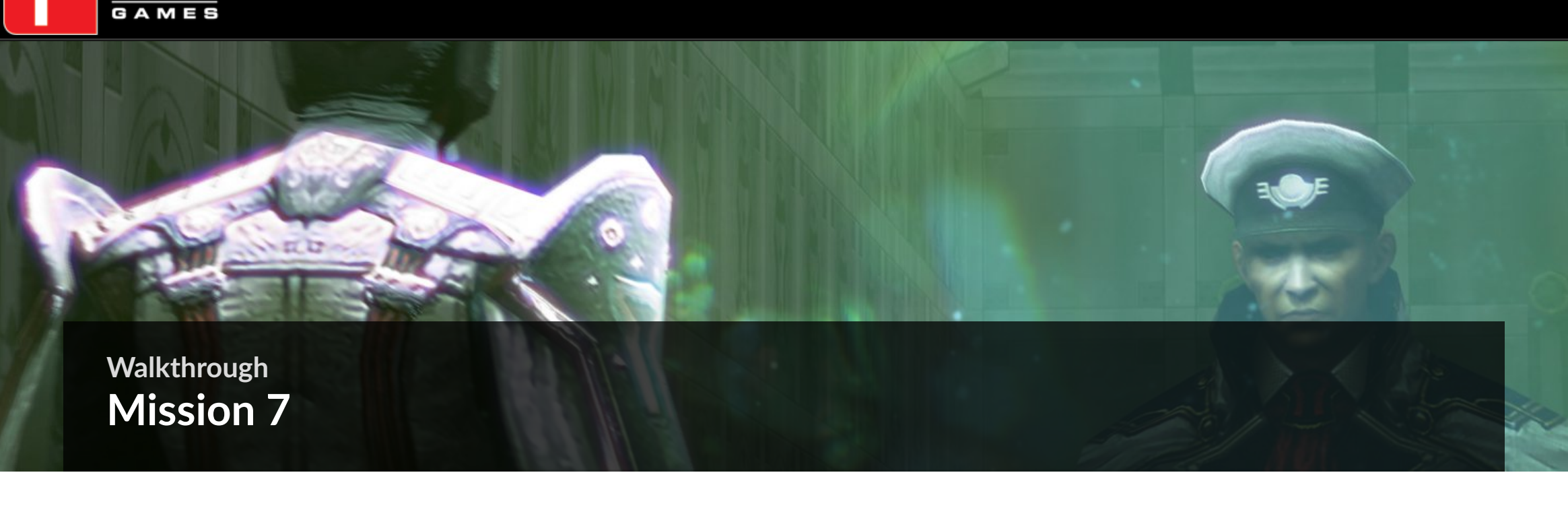
For More Information

If you want more information about the Tasks, Expert Trials, and Events in Final Fantasy Type-0 HD, refer to the "Side Quests" section of this guide.

Mission Preparation

There won't be any airship trips during this Mission. You'll need to exit through the Main Gate and head to your destination on foot or by chocobo. Once you've left Akademeia, go past McTighe and then head east toward the Eibon Region. As soon as you approach the Eibon Region, the Mission will begin.

We recommend you make Trey your active leader and upgrade his Charged Shot as high as you can. A fully charged arrow from his bow will take out most enemies in a single shot, and he can shoot from a distance to avoid damage. He is well equipped for almost every RTS Mission from this point on.



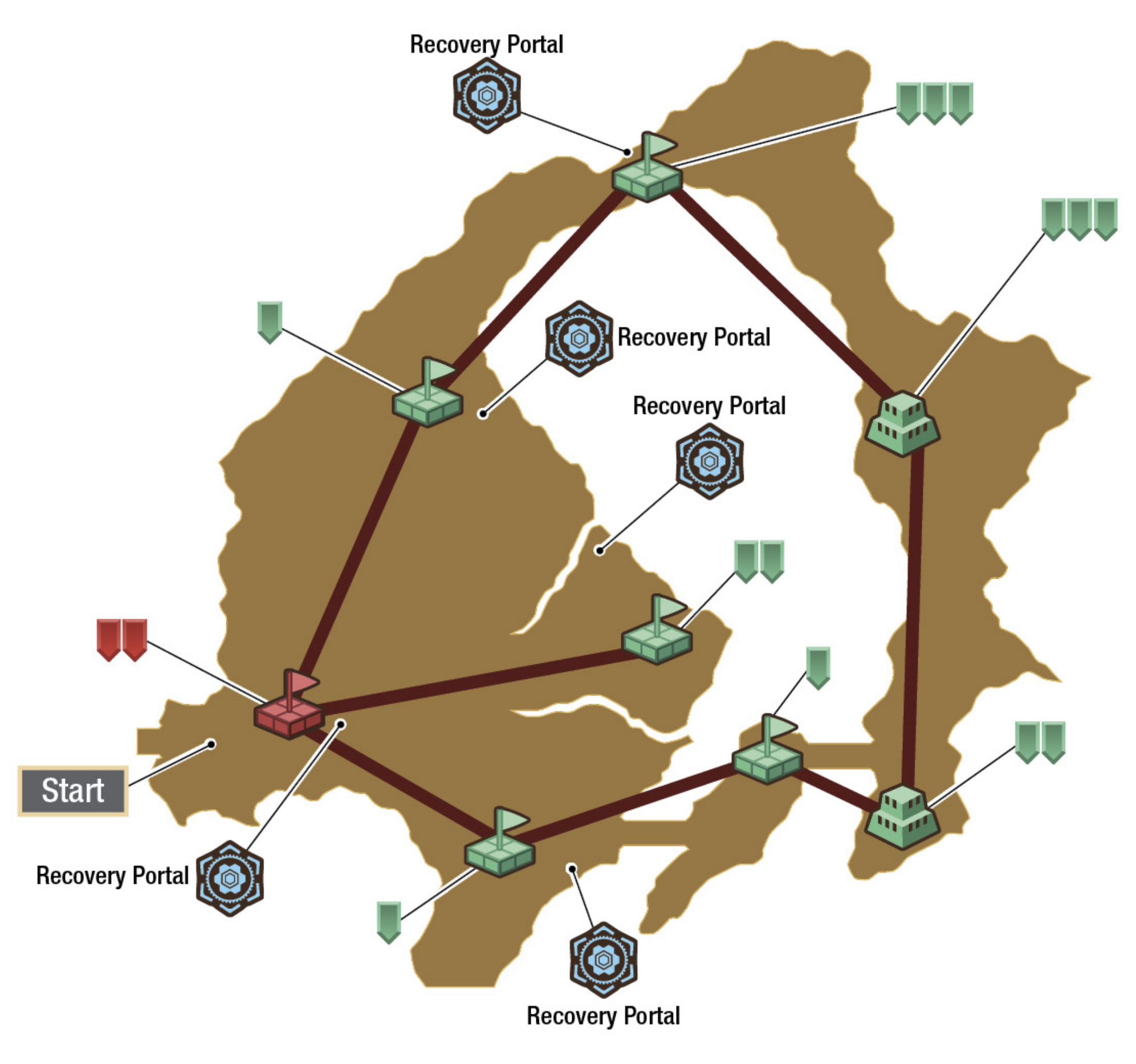
Walkthrough

Mission 7

The Reclamation of Eibon (RTS)

Mission Level: 23

S-Rank Requirements		
Time	Phantoma	Casualties
25:00	11	0



1 Take Over Domains 1 and 2

You won't have direct control over the Main Camp, but thankfully they're already producing Blaze Units that are heading toward Domain 1. Domain 1 has the support of two other towns, so if the Main Camp is ever going to take it, they'll need your support. Fight off each Infantry Unit until the Main Camp units take Domain 1. Domain 1 and the Main Camp will then charge Domain 2. Assist them in this endeavor.

2 Defend the Dominion Main Camp

Attackers from Domain 3 in the east and Domain 4 in the north will be sent directly to the Main Camp. You need to defend the Main Camp for one minute and thirty seconds. Around forty-five seconds in, a massive force from Domain 4 heads toward the Main Camp. Your forces heading toward Domain 3 will be okay for the most part, so make sure to give Domain 4 some extra care while checking in on the Domain 3 assault from time to time.

Once you complete this Mission, you'll gain control of the Main Camp's troops.

3 Neutralize the Energy Wall at Toguagh

Colonel Faith
Attention all troops! Avenge your fallen comrades! Eradicate the dominion army!
Level 23 Colonel Faith
Toguagh
Windslash Bow
Dynamite Arrow
Firewall
Cure
TREY
Level 30
HP 720
MP 489
17

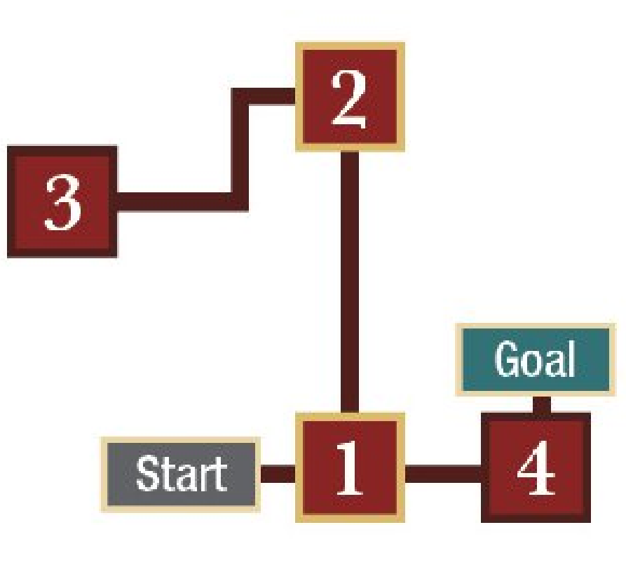
Before you can take Toguagh, you're going to need more support. The energy wall around Toguagh will regenerate far faster than you can damage it. Send the Main Camp troops to Domain 3. Enra's team has the passage from Domain 4 covered, so don't worry about it for now.

Once Domain 3 has been captured, send the Main Camp troops to Toguagh and then head there yourself. Colonel Faith, in his flying Magitek Armor, is guarding Toguagh. You'll need to force him off of his post by moving in to attack him.

As soon as you approach him, he'll immediately begin making his way to Domain 2. Attack him as much as possible, but understand that you are very unlikely to prevent him from retaking Domain 2. If you have any spells equipped to your active leader, unleash them on Colonel Faith to increase your damage output momentarily.

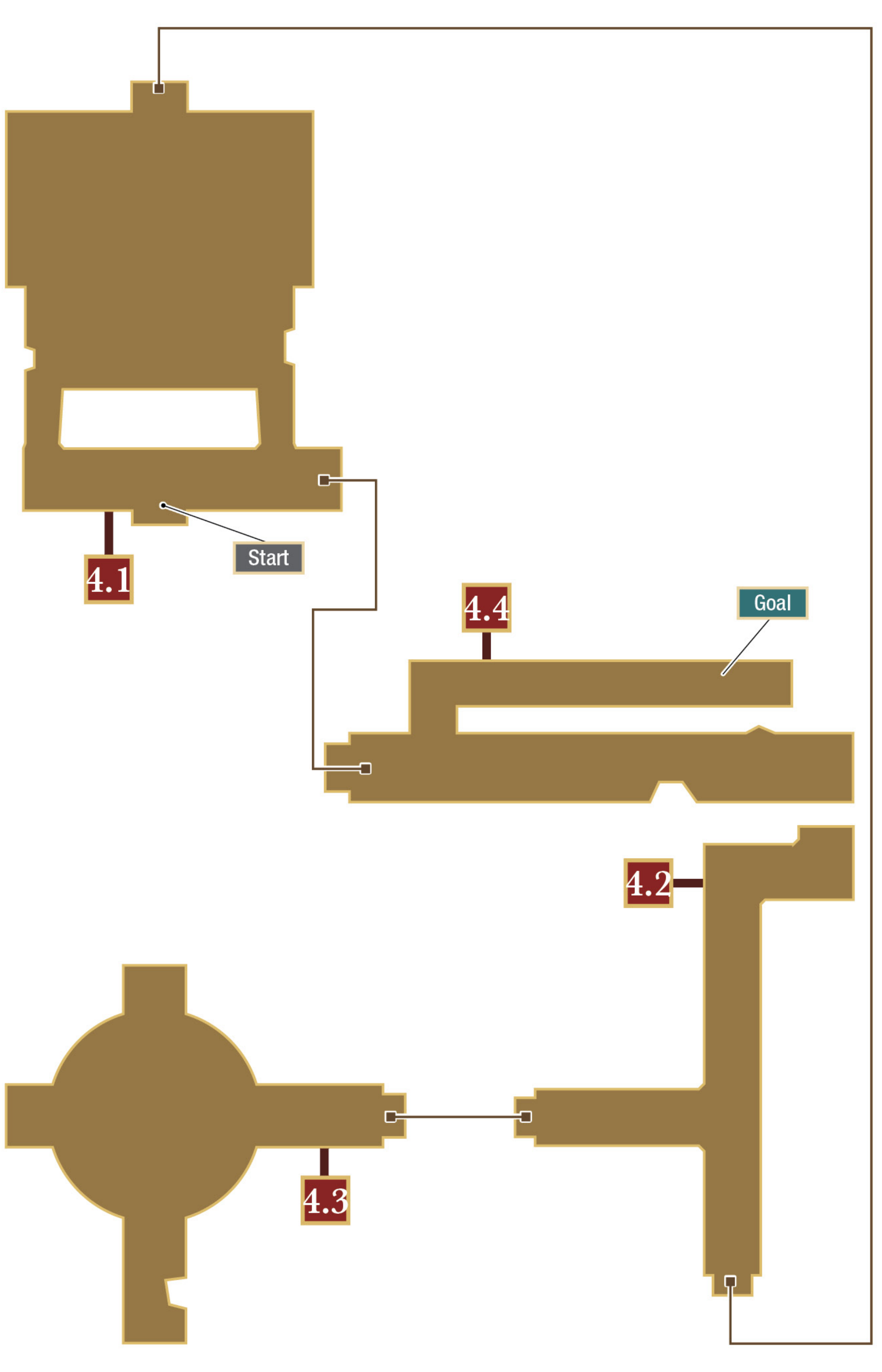
Once Colonel Faith recaptures Domain 2, he'll head toward Domain 1 and attempt to do the same there. To stop him, you only need to lower his health to its yellow bar.

After Colonel Faith has fled, you'll gain direct control of Domains 1 and 2. Send all of your troops to Toguagh.



4 Invade Toguagh

After the energy wall is down, invade Toguagh.



4.1 Southern Square (Safe Zone)

Head through the north passage to reach area 2.

4.2 Main Street

Imperial soldiers stand waiting for you in the center of Main Street. Defeat this group, but don't waste your time on the reinforcements that pop up from the north side of the area. They will continually flow out of the area, so don't linger to try and mop them up.

4.3 Central Square

Colonel Faith is holding out in this area. You only have three minutes to challenge him, so focus exclusively on him instead of the Imperial Troopers that are also roaming around the square. Just before bringing Colonel Faith down once and for all, he'll retreat, leaving Toguagh in your hands.

Before you leave, head to area 4 via the southeast passage in area 1. Some of your allies have been ambushed by Imperial soldiers and are desperately in need of your help.

4.4 Back Alley

You need to defeat the CO in this room to complete the rescue mission. Once the mission is completed, you'll be ushered back to the world map to continue the takeover of Eibon.

5 Neutralize the Energy Wall at Eibon

Level 25 Blaze Unit
Level 23 Enra U
Level 26 Eibon
Level 26 Blaze Unit
Level 24 Blaze Unit
Enra Unit
We'll be done in a snap!
TREY
Level 24
HP 501
MP 419
Windslash Bow
Raining Arrows
Blizzard BOM
Wall

Before you can actually pull that task off, you'll need to capture the rest of the battlefield. Tell Domain 1 to produce Spark Units and send them to Domain 5; do the same with the Main Camp. Domain 3 is producing Blaze Units and sending them to Domain 4 as well, so you'll have a good balance. Leave Domain 2 and Toguagh to keep Eibon busy.

Now assist your troops in taking Domains 4 and 5. Once Domain 4 is captured, Enra's unit will move up to help ward off the Colossus units from Domain 5 and also to help capture it.

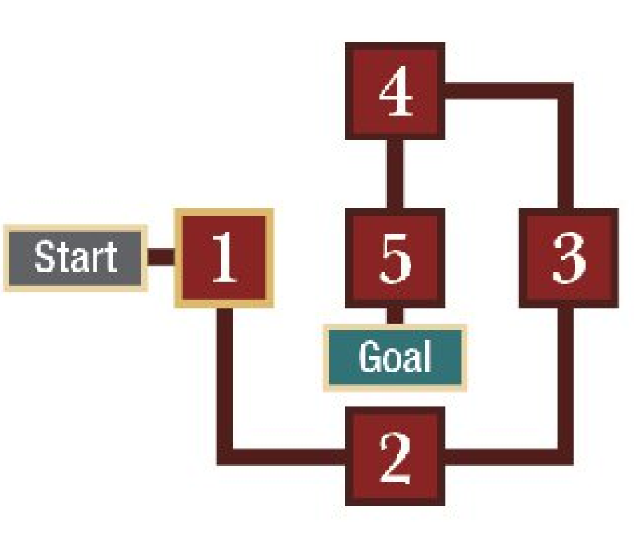
Once Domain 5 is captured, Enra's unit will move up to Eibon. All of your troops will automatically head for Eibon, since it's the last enemy domain on the map, so just stand by and wait for the energy wall to drop.

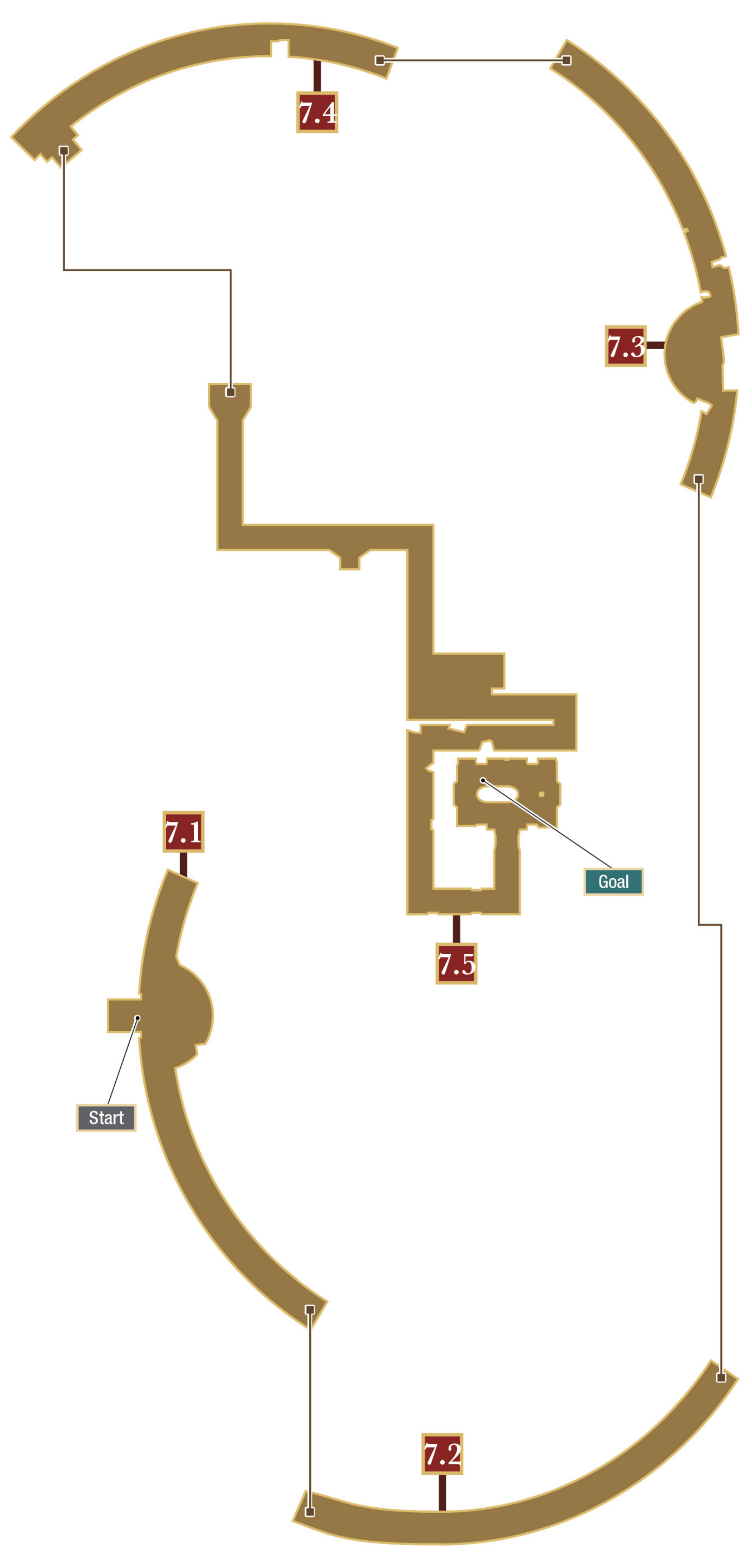
6 Defeat Colonel Faith

Colonel Faith will appear on the field again as soon as the energy wall drops. Enra can distract him while you invade Eibon, but don't risk it. Instead, help Enra fight Faith and bring him down.

7 Invade Eibon

Don't let Colonel Faith get away. Follow him into Eibon!





7.1 West Stairs

A handful of Imperial soldiers will be right at the entrance of Eibon, ready to greet you in their own special way. Defeat them, then head south. About halfway down the area, Colonel Faith will reappear to harass you some more. He is extremely susceptible to Breaksight strikes. A single Breaksight strike will drop him to the ground, giving you plenty of time to dole out damage. After you take his health down to zero, he'll take off again.

7.2 South Corridor

Several more Imperial soldiers will be waiting for you in this area, including the Magitek Armor unit, Prometheus. These units fight just like Warriors, so take care of them in the same way you would a Warrior.

7.3 East Corridor

Several Warriors and two Prometheus units are scattered along this area.

7.4 Main Stairs

You'll have to face off with more Warriors in this area.

7.5 Command Center

Imperial Troopers and Supersoldiers try and slow your progress to the conference room, where the CO Lieutenant Colonel Berkeley is holding up. Once Berkeley has been defeated, the Mission will be over.

Lieutenant Colonel Berkeley used Strength Serum.
Level 24 Lieutenant Colonel Berkeley
Rage
Arcane Deck
Wild Card
Blizzard BOM
Wall
ACE
Level 24
HP 448
MP 330
TREY
DEUCE

Mission Accomplished

You'll earn the Blizzard SHG spell for completing this Mission.

Before you head back to Akademeia, you can enter Toguagh and do some gift and Phantoma shopping. If you speak to the sitting man with the kid next to him—he's one of the closest people to the entrance—you'll find out that his sight isn't good. In fact, he can't even see Toguagh's monument. If you describe it to him by telling him "It's hexagonal," "About thirty feet," and it's "Granite gray," he'll reward you by giving you l'Cie Kanna's Crystal.

Once you're done in Toguagh, head back to Akademeia.

Events, Tasks, and Expert Trials (Second Break—5 Days)

Moogle Classes	
FRMG-102: Elementary Fire Magic II	Fire Magic +1
ICMG-102: Elementary Ice Magic II	Ice Magic +1
LTMG-102: Elementary Lightning Magic II	Lightning Magic +1
DFMG-201: Intermediate Defense Magic I	Defense Magic +2

Events

Location	Who	Reward	Note
Main Gate	Caetuna	Cutscene, X-Potion	—
Fountain Courtyard	Yano	Hi-Potion	—
Fountain Courtyard	Dominion Legionary	Ether	—
Airship Landing	Orderly	Mega-Potion, "Assign Her to My Custody" entry added to the Rubicus.	—
Airship Landing	Mutsuki	Hi-Potion	—
Airship Landing	Ryo	Elixir	This Event will only appear if you didn't complete it in the last Free Time session.
Cemetery	Gate	Cutscene, Phoenix Pinion	—
Crystarium	Hiiragi	Ether	—
Central Command	Class Second Moogle	Hi-Potion	—
Ready Room	Orderly	X-Potion, "On Second Thought…" entry added to the Rubicus.	—
Lounge	Carla	N/A	You need to give her 10,000 Gil.
Terrace	Kurasame	Cutscene, X-Potion	You must do this Event while Emina isn't around. Otherwise, you won't be able to access this Event.

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give three Mega-Potions to the Logistics Officer.	Platinum Gloves	—
Fountain Courtyard	Tokito	Give one Diamond Ore to Tokito.	Good-Luck Charm	Can be found in the Bethnel Caverns.
Crystarium	Class Ninth Cadet	Take three prisoners by defeating enemy COs.	Protector Ring	Soldiers and their COs can be found the forests of the Meroé Region.
Central Command	Dominion Officer	Defeat one Striker.	Ten Elixirs	The Strikers can be found in the forests of the Eibon Region.
Armory	Armory Guildmaster	Give two chunks of Beast Flesh to the Armory Guildmaster.	Gold Bangle	Defeat monsters in Bethnel Caverns, second playthrough.
Sorcery	Sorcery Researcher	Give ten Sepia Phantoma to the Sorcery Researcher.	Crystal Shard	—
Lounge	Administration Official	Give 1,000 SPP to the Administration Official.	Five Phoenix Down	—
Terrace	Kurasame	Land twenty Killsight/Breaksight strikes and report back to Kurasame.	Shock Shield	Can be done in the Arena.

Outside of Akademeia

Location	Who	Task	Reward	Note
Toguagh	Issei	Defeat a Dracoknight for Issei.	Diamond Shield	Must be fought on the Innsmouth Coast, second playthrough.

Expert Trials

Name	Level Requirement	Instructions	Note
Colonel Faith's Revolt	Level 41	Class Zero must send a squad of six to foil Colonel Faith's escape.	Second Playthrough
Covering the Cadets	Level 38	Class Zero must send a squad of six to regain control of Meroë.	Second Playthrough

For More Information

If you want more information about the Tasks, Expert Trials, and Events in Final Fantasy Type-0 HD, refer to the "Side Quests" section of this guide.

An Extra Challenge

While most Expert Trials are meant to be played on your second and third playthroughs, if you have six party members that are at level 30 or higher, you can challenge the "Covering the Cadets" Expert Trial. It'll be a challenge, but if you're willing to abort the mission if things get out of control, you can keep trying until you complete it. You'll earn a decent amount of EXP doing this Expert Trial, and completing it will unlock it in the Missions menu on the Title Screen, giving you the chance to redo it over and over to get your party powered up for the story Missions to come.

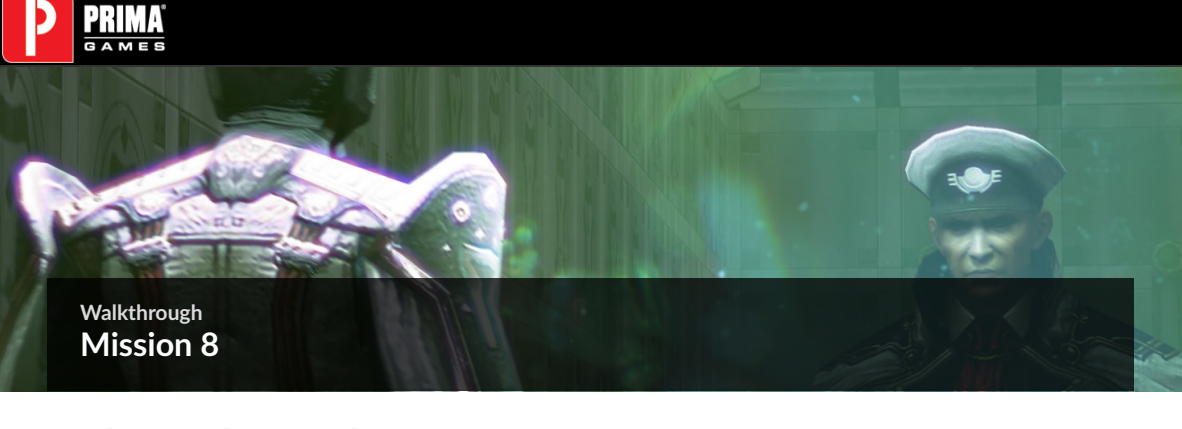
The choice to try it is yours. If you decide you want to have a go at it, take a look at the "Side Quests" section of the guide for a more in-depth look at this Mission.

Mission Preparation

Once you've used up all of your Free Time, head to the Airship Landing and speak with the Dominion Tribune in the center of the landing. You'll have to pick two separate squads for this and the next Mission, but you'll get the chance to swap out your squad members after you complete this next Mission, so nothing is set in stone. You'll get information for both Missions, but the one you need to focus on is The Battle of Judecca.

Your first squad will consist of three party members. Pick your worst and least-used characters for this one. You'll be able to swap the entire party at the start of Mission 9, which is when this squad is supposed to come into play. Mission 8 is a real challenge, so you're going to want your best party members under your control in order to handle what the game throws at you.

One last thing to note: Machina won't be available at this time, because he left the group.

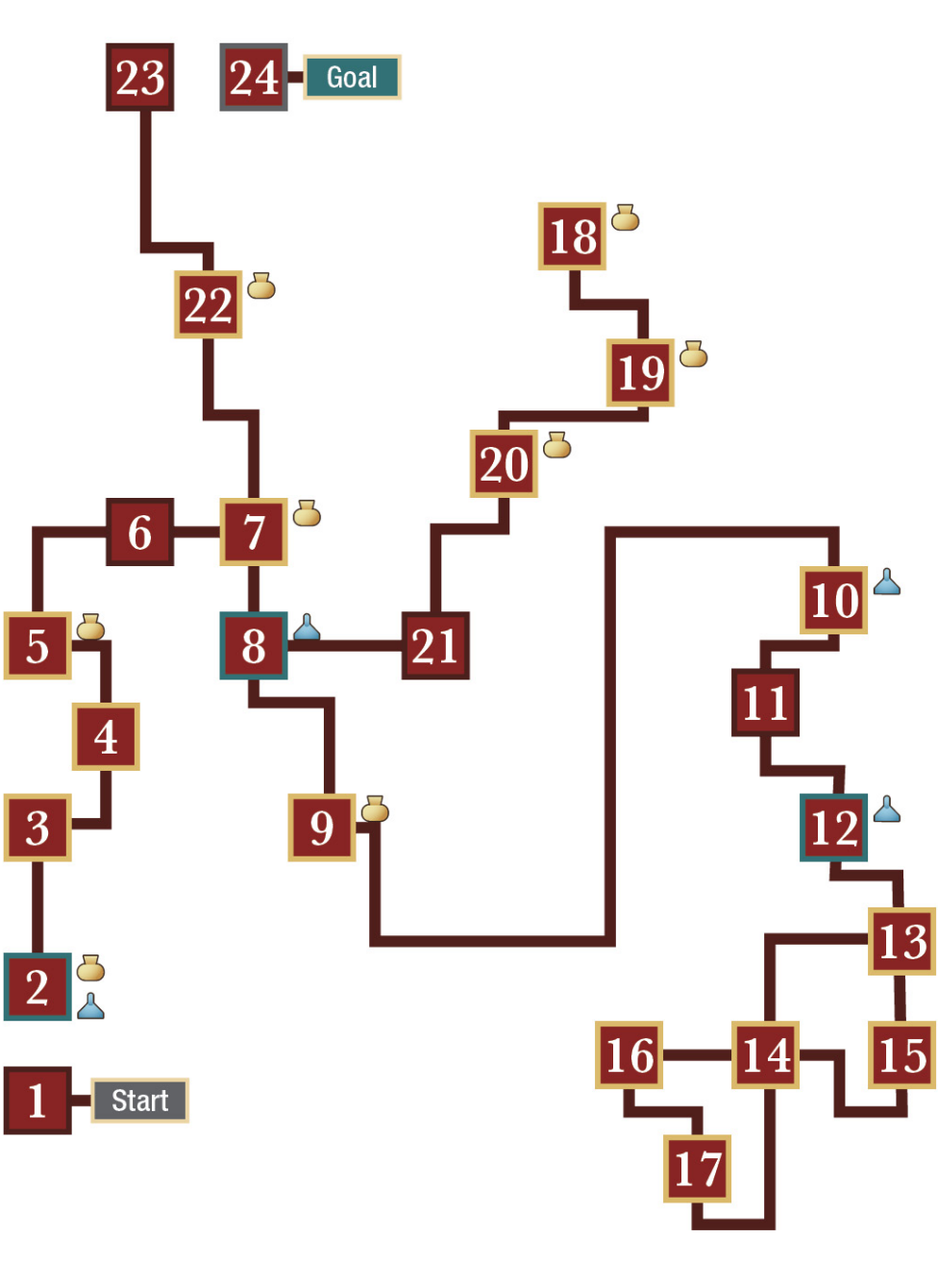


The Battle of Judecca

Mission Level: 29

S-Rank Requirements

Time	Phantoma	Casualties
35:00 (If the Eidolon is not summoned)	64	0
22:00 (If the Eidolon is summoned)	64	0



S-Rank in Mission 8

Getting an S-Rank in this Mission works a little differently than in the other Missions you've done up to this point. The time limit is determined by whether or not a specific Eidolon (who we aren't naming here to avoid spoilers) comes to your aid during the boss fight at the end of this Mission.

1 Aximo Deck

Incoming
Dominion COMM Officer
Incoming enemy unit confirmed. Prepare the autocannons!

You'll start Mission 8 on the deck of an airship with a dragon attack in full force. Hop on the autocannon on the right side of the airship deck and begin unloading on the incoming hoard. You'll need to survive the dragon onslaught for one minute.

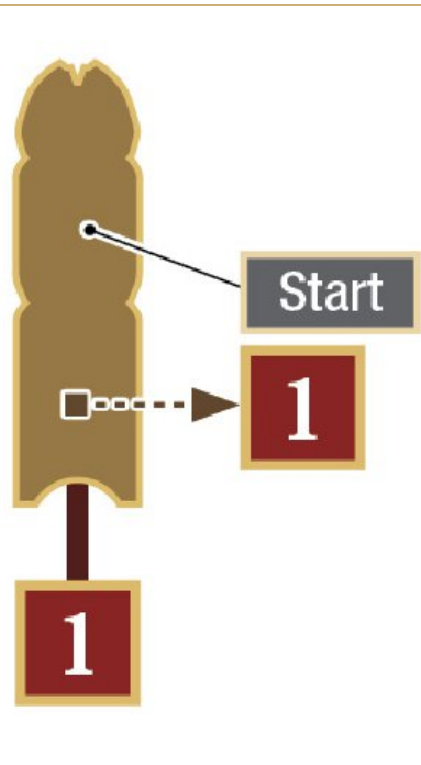
Special Order

Take down fifteen Wingverns using your active leader.

Time Limit: 1:30

Effect: Protect 0:30

Reward: [Eight's Weapon] Killer Knuckles



The Wingverns will never show up near the propeller, so if you can see the propeller, move the autocannon to the left. The hardest Wingverns to grab are the ones that show up in a blind spot on the upper-left side of the screen. Make sure to check there if you haven't seen any Wingverns in a bit.

Aximo Deck
Mission orders, kupo!
Drive that dragon off the deck!
Level 29 Zuiun

Special Order

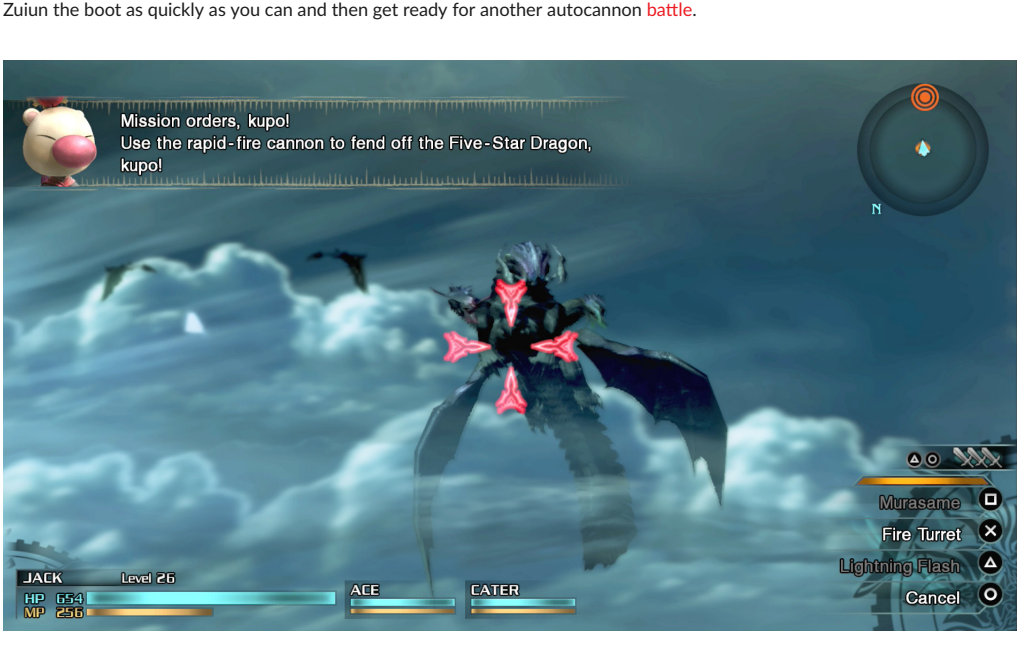
Score a Killsight strike on Zuiun using your active leader.

Time Limit: 2:00

Effect: Invincible 0:15

Reward: Elixir

After the first dragon attack is over, a dragon CO named Zuiun will fly aboard your airship and a new SO will appear. Give Zuiun the boot as quickly as you can and then get ready for another autocannon battle.



Special Order

Take down twenty Wingverns using your active leader.

Time Limit: 1:30

Effect: Protect 0:30

Reward: Auric Ring

Hop back onto the autocannon and take out the incoming Wingvern attack in the same way you did the first time. You'll have to hold out for one minute again, but this time the attack is a bit more intense. Stay alert and move the camera slightly to the left if you can see the propeller and you'll end this attack swiftly.

After completing the second Wingvern attack, a Five-Star Dragon begins attacking the ship. This bad beast isn't something you're going to be able to take down at this time, so keep shooting to repel it.

Special Order

Evasion Drill: Avoid all attacks.

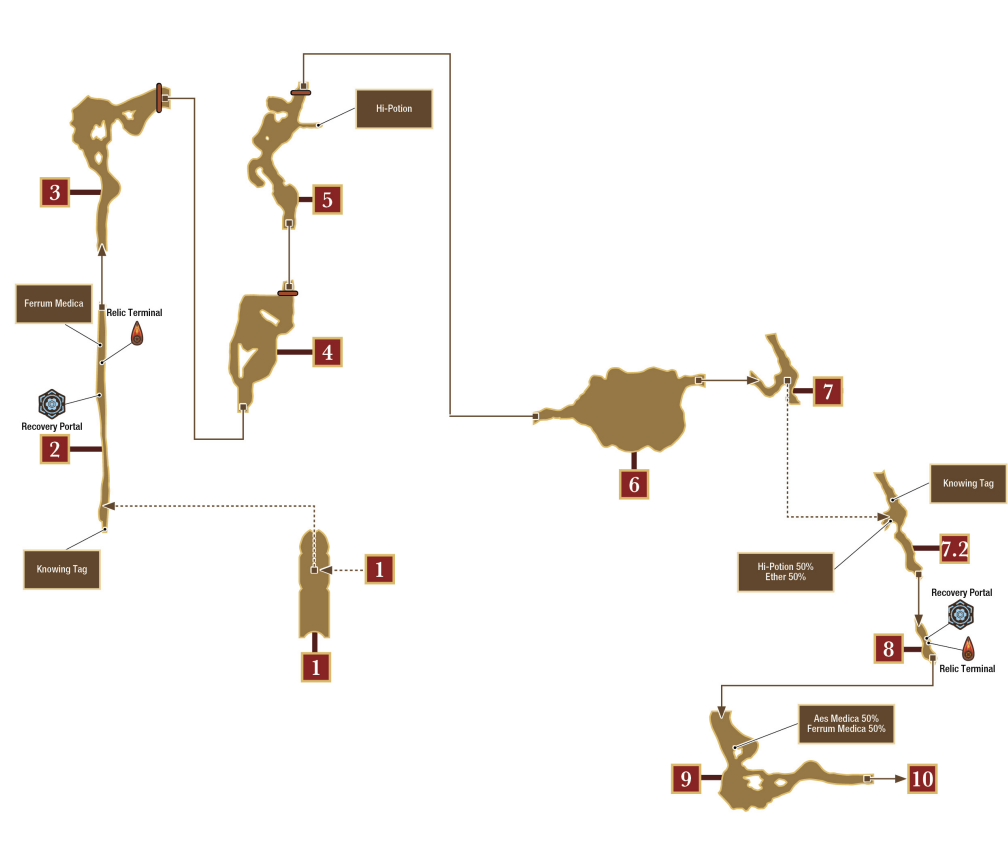
Time Limit: 1:00

Effect: Regen 0:30

Reward: Regal Armor

The best way to complete the SO is to hop off the autocannon every time the Five-Star Dragon launches an attack at you, then immediately dodge to the far side of the airship, only heading back when you hear the attacks hit the deck of the ship. It helps if your active leader isn't a slow character, such as Trey, Jack, or Cinque. It helps even more if your active leader is a fast character, such as Cater. Regardless, it can be incredibly difficult to avoid the dragon's flurry of attacks. Do your best to react quickly and get away from the autocannon as soon as you see fireballs or lightning projectiles head your way.

Once you hear that the ship is about to be impacted by the Five-Star Dragon, the airship portion of the Mission will be over.



2 Crash Site (Safe Zone)

3 Frozen Trail

The room is filled with stronger versions of Flame Flans and Bombs. You'll also have to face off with a Dracoknight. These jumpy warriors can be a massive pain. They are incredibly evasive and can block any of your attacks by spinning a lance around in front of themselves.

Special Order

Use your active leader to take down one crème brûlée with magic.

Time Limit: 1:00

Effect: Trance 0:30

Reward: Megalixir

4 Frozen Trail [2]

As soon as you clear the room of enemies, the dragon Seiku will enter the area. Your best bet for challenging Seiku is to switch to a ranged character. Seiku moves a lot and its attacks hit a wide area; your melee characters will have trouble trying to keep up with Seiku and avoiding its attacks. If you're lucky enough to land a Breaksight strike, Seiku will drop to the ground, allowing you to get some extra attacks on it.

1:18
Level 29 Seiku
Murasame
Reflex
Lightning Flash
Block
JACK
ACE
CATER

Special Order

Score Killsight strikes on two Dracoknights using your active leader.

Time Limit: 2:00

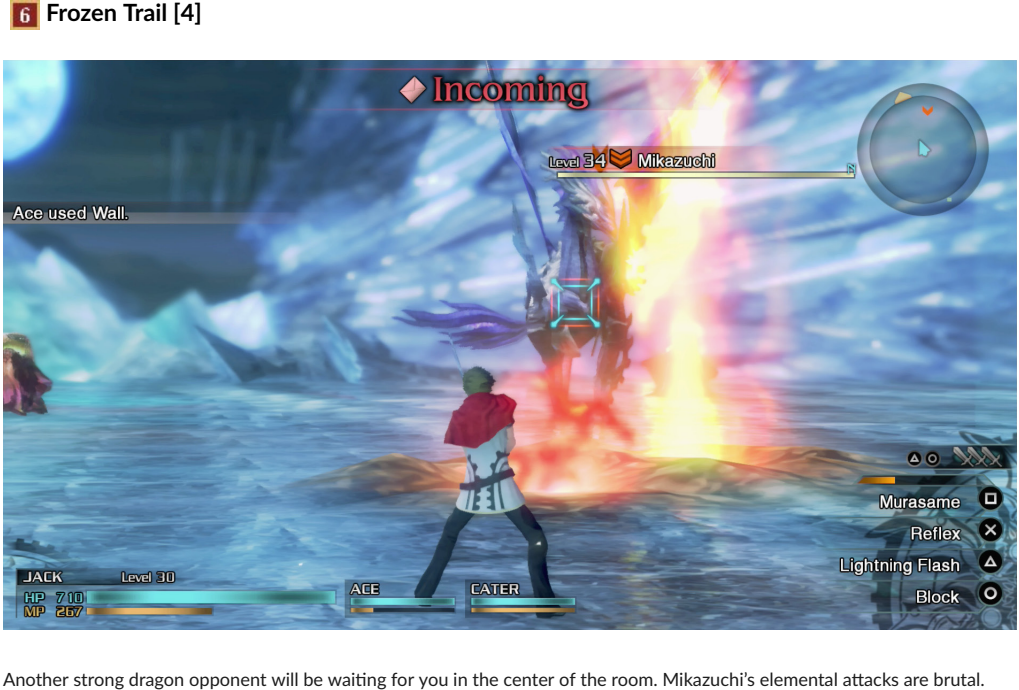
Effect: Quick 0:30

Reward: Draco Medica

5 Frozen Trail [3]

A couple of Dracoknights, two Pyronades, and a Snowsquatch (the angrier, more ferocious cousin of the Snow Giant) need to be defeated before you can leave the room.

6 Frozen Trail [4]



Another strong dragon opponent will be waiting for you in the center of the room. Mikazuchi's elemental attacks are brutal. They'll often strike all around Mikazuchi, making Mikazuchi a very dangerous opponent for melee characters. Still, using a melee character is the fastest way to defeat Mikazuchi. If you have a heavy hitter like Jack, Nine, or Cinque, switch to him or her and strike once or twice, then dodge. Repeat this method while staying behind Mikazuchi as frequently as possible to defeat it.

Special Order

Take down Mikazuchi using your active leader.

Time Limit: 4:00

Effect: Endure 0:30

Reward: Ifrit's Vulcan Form

7 Dominion HQ Pro Tem

Another dragon CO, this time named Ginga, will be in this area. As soon as you defeat it, the area will become a small safe haven for your fellow Akademeia cadets.

7.2 Dominion HG Pro Tem (Safe Zone)

Move toward the waypoint on your minimap to find Naghi. He'll request that you rescue the other Akademeia cadets that are being attacked by a vicious wyvern. There is a Knowing Tag in this area. To get it, you must talk to the cadet lying on the ice, being healed by another cadet.

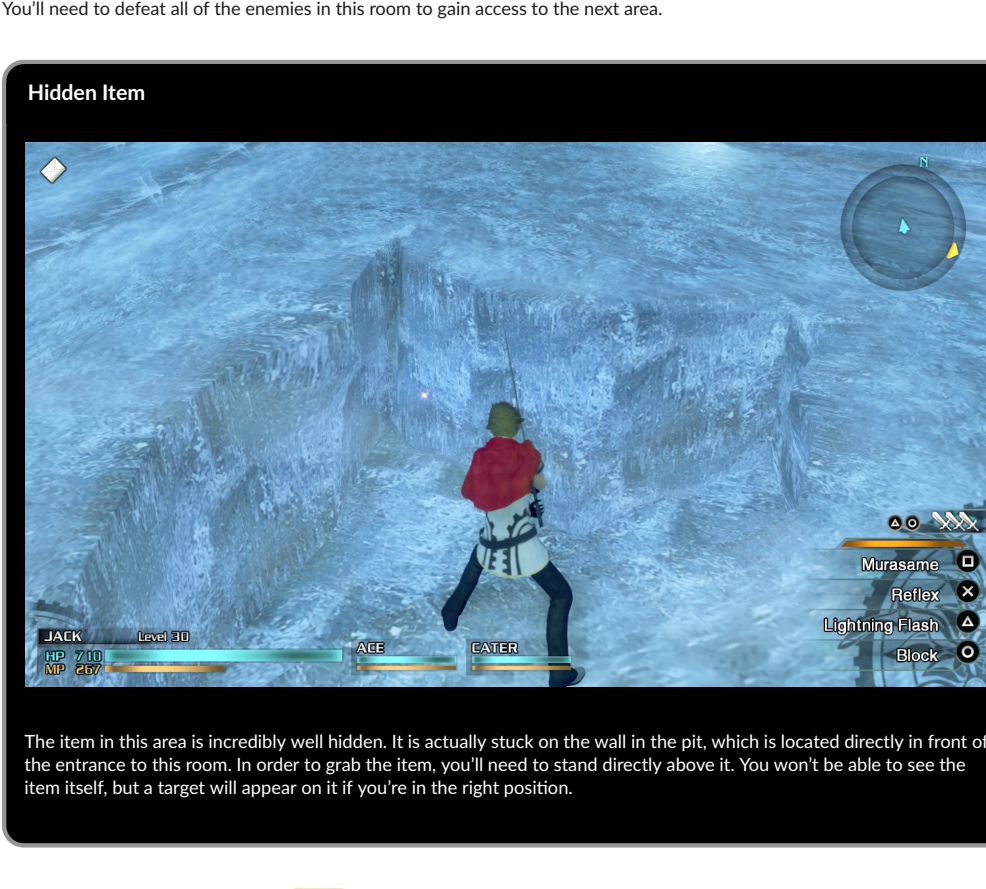
8 Dominion HQ Pro Tem [2] (Safe Zone)

Heal up at the Recovery Portal and save; this next section requires swiftness and perseverance. You should make Jack your active leader for this next section, provided he isn't under-leveled. His quick dodge and devastating sword strikes will help you defeat enemies as quickly as possible, which is something you're definitely going to need.

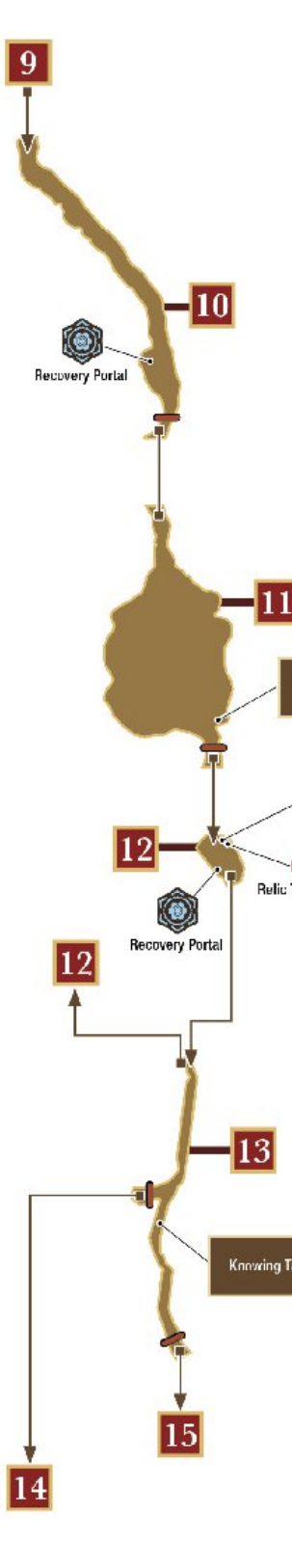
9 Yugumo Approach

You'll need to defeat all of the enemies in this room to gain access to the next area.

Hidden Item



The item in this area is incredibly well hidden. It is actually stuck on the wall in the pit, which is located directly in front of the entrance to this room. In order to grab the item, you'll need to stand directly above it. You won't be able to see the item itself, but a target will appear on it if you're in the right position.



10 Yugumo Approach [2]

You'll have to fight another dragon CO if you want to exit this room. There is also a Recovery Portal next to the passage leading to area 11.

11 Glacial Plain

Hold off on accepting the SO just yet. You'll only have a minute, and picking up items while enemies are around can be an exercise in futility. For now, focus on defeating the Behemash and its buddies.

Once you're ready to complete the SO, the item you're looking for can be found in the flaming wreckage to the left of the southern passage.

Special Order

Acquisition Challenge: Retrieve a lost article from the airship wreckage.

Time Limit: 1:00

Effect: Invincible 0:15

Reward: Elixir

12 Yugumo Crash Site (Safe Zone)

13 The Yugumo

Do not waste time here. A timer will start ticking down, marking when your fellow cadets will meet their demise at the hands of a Flyvern without your intervention. Defeat the enemies, then race to the next area.

Hold off on this SO until you've cleared the room of enemies. When you're ready to complete it, you can find the item just south of the west passage. Once it's completed, head through the west passage.

Special Order

Acquisition Challenge: Retrieve a lost article from the airship wreckage.

Time Limit: 1:00

Effect: Trance 0:30

Reward: Phoenix Down

14 Central Station

Fellow cadets are at the mercy of a vicious Flyvern. You'll need to scare the dragon off by attacking it. After a few attacks, the dragon will fly off to another area, starting another timer. Quickly defeat the enemies marked on your minimap. The location the dragon flies to is random, so jump ahead in this guide to whatever room you're told to go next.

If you're trying to complete the SO, the item (a Knowing Tag) can be found in front of the flaming wreckage near the center of the area.

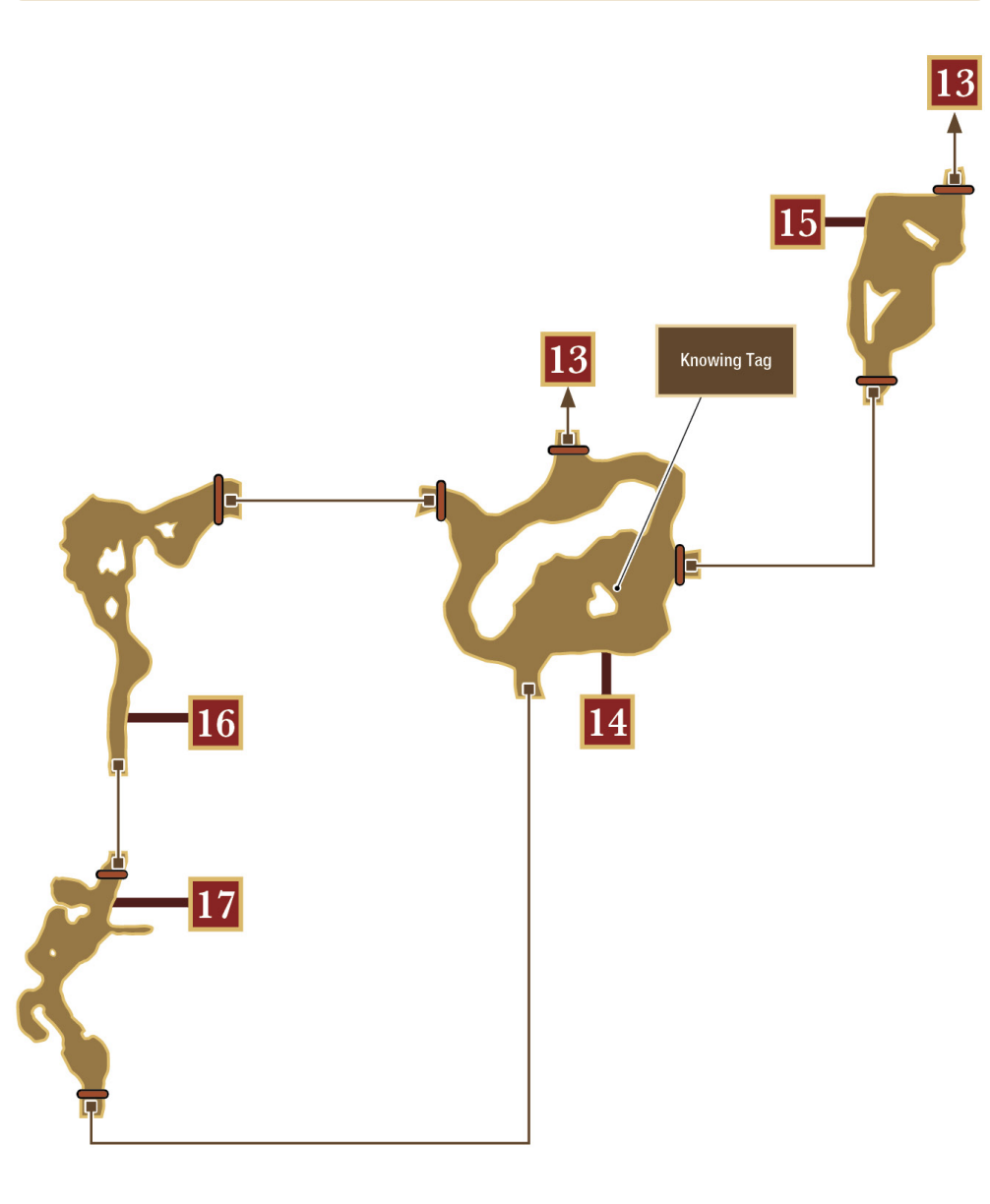
Special Order

Acquisition Challenge: Retrieve a lost article from the airship wreckage.

Time Limit: 1:00

Effect: Trance 0:30

Reward: Megalixir



15 Eastern Station

The giant Flyvern is harassing a cadet in the center of the room. You'll need to fight the Flyvern until you deal enough damage to scare it away. Once that is done, you need to kill the remaining enemies, who are marked on your minimap. The cadet will thank you for the rescue with an Ether.

As soon as the Flyvern leaves, the timer starts up again, so clear out of the room as quickly as possible. Head through the south passage back into area 14, then proceed through area 14's west passage to reach area 16.

16 Western Station

You'll find another cadet in danger of dying at the claws of the Flyvern. Attack the Flyvern until you get it down to its yellow bar of health to scare it away again, then defeat the Snowsquatch to save the cadet. The cadet will thank you by giving you a Mega-Potion.

Race to the south passage of this area to reach area 17.

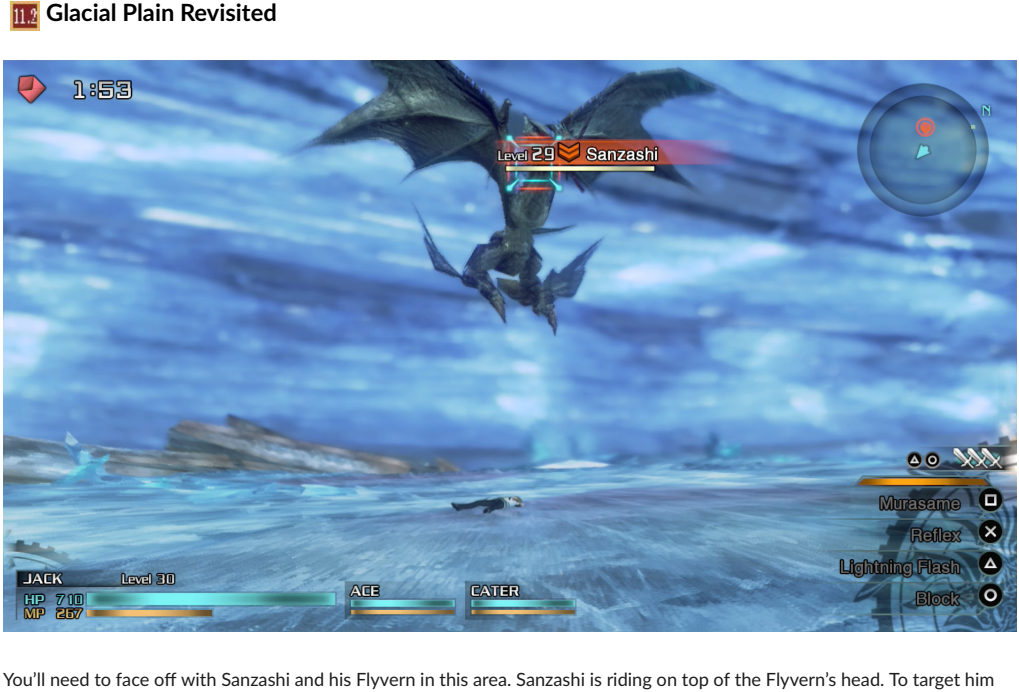
17 Southern Station

Another cadet is in need of rescuing from the Flyvern. Take the Flyvern down to its yellow bar of health and it'll flee. Defeat the Demonicorn and the cadet will be safe. As a reward, you'll be given an Elixir.

Now, head south to reach area 14 again, then head through area 14's north passage to reach area 13 again. Proceed to the north end of the Yugumo and climb the ladder to reach area 12.

Heal, save, and then climb the ladder ahead to reach area 11.

11 Glacial Plain Revisited



You'll need to face off with Sanzashi and his Flyvern in this area. Sanzashi is riding on top of the Flyvern's head. To target him instead of the Flyvern, you'll have to change targets with the Right Analog Stick. Most of your attacks will likely damage the Flyvern, so you need to be careful if you want to complete this area's SO.

The best time to hit Sanzashi is when the Flyvern lands on the ground. If you get the opportunity to perform a Breaksight strike, the Flyvern will lay on the ground, making Sanzashi completely vulnerable to your attacks.

The best time for a Breaksight strike is when the Flyvern begins charging a fireball in its mouth while on the ground. The attack will pull you toward the Flyvern's mouth, so you are going to have to gamble a bit by continuously shooting at Sanzashi while being dragged in front of the Flyvern's mouth. Be aware that this leaves you vulnerable to a rather devastating attack, however.

If you managed to keep the Flyvern alive, you can approach it to pick up an Aes Medica, which is an incredibly powerful healing item.

When you're finished in this area, head through the north passage to reach area 10.

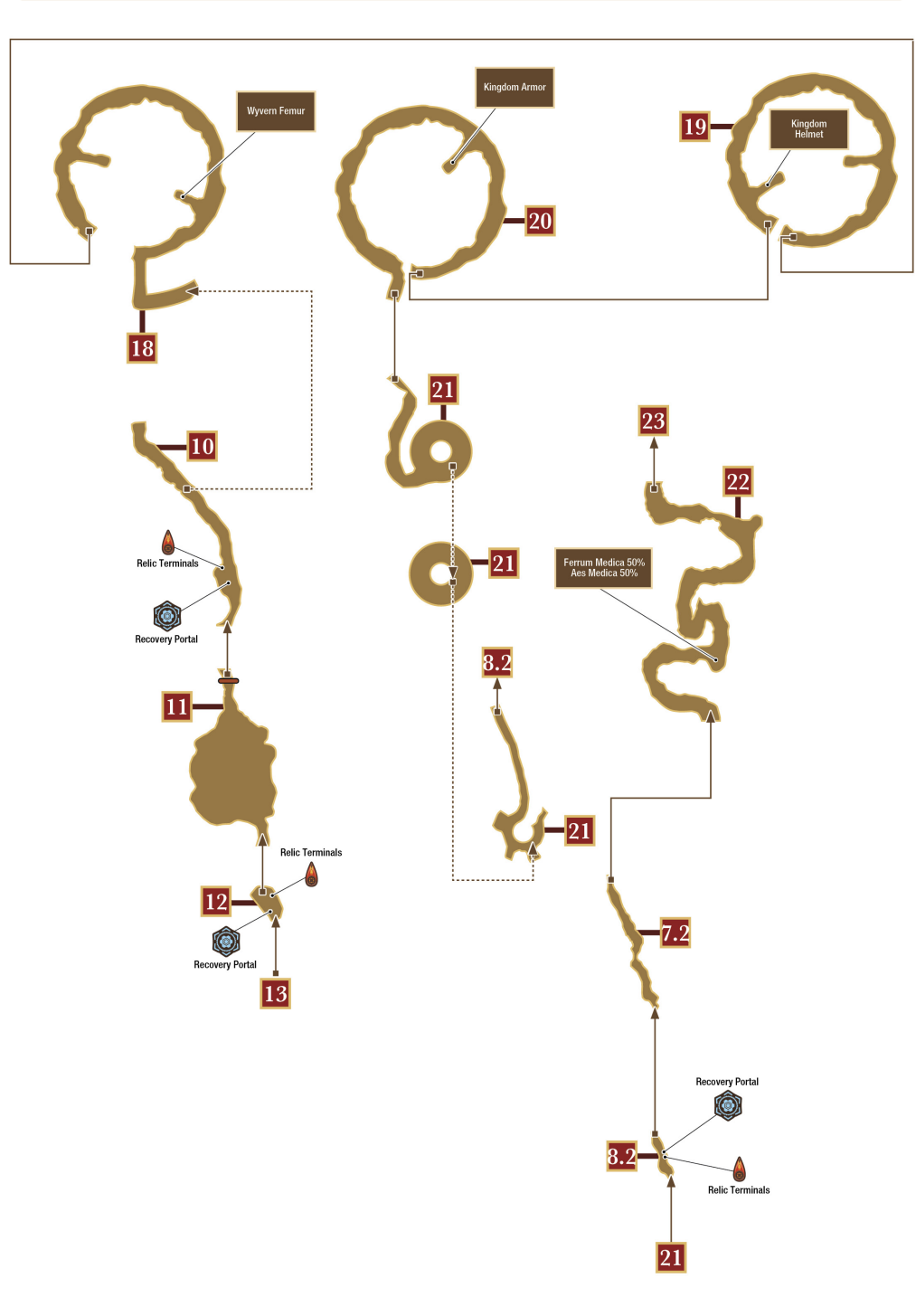
Special Order

Stop Sanzashi using your active leader without taking down his Flyvern.

Time Limit: 2:00

Effect: Quick 0:30

Reward: [Sice's Weapon] Reaper's Scythe



10 Dracobaltian Dreadnought (Safe Zone)

Go toward the north passage. Before you can reach it, you'll encounter creatures called Dracobaltians.

18 First Deck

About halfway down the path you'll find a Dracobaltian. These nasty creatures will pull out every trick in the book to kill your party as quickly as possible.

You must not, under any circumstances, stand still while there is a Dracobaltian in the room with you. Always attack and dodge and attack and dodge, and so on. Dracobaltians can one-hit kill you with two of their moves and can almost kill you in a single hit with a third.

Dracobaltians are hard to predict and they are also very squirrely. They can dig underground and if they get their hands on you, you're done for. They'll also try to jump on you. If they land on you, expect to lose a huge chunk of health at the very least. They'll also shoot out slime that, if it hits one of your party members, will confine him or her to the ground, allowing the Dracobaltians in the room to tear in to that party member.

Dracobaltians aren't particularly resilient, meaning a few clean shots with a melee weapon should take them out. Always be on your guard to avoid suffering one of their devastating attacks, however.

For the SO, you need to pick up the item in front of the Dracobaltian to complete your investigation.

Special Order

Intel Quest: Investigate the interior.

Time Limit: 3:00

Effect: Aura 0:30

Reward: U1-Shock Damper

2:35
Level 30 Dracobaltian
Murasame
Reflex
Lightning Flash
Block
JACK
Level 30
ACE
CATER

19 Second Deck

You can find the item needed to complete the SO on the last outcropping before the passage leading to the next area.

Special Order

Intel Quest: Investigate the interior.

Time Limit: 3:00

Effect: Aura 0:30

Reward: Elixir

20 Third Deck

This room is the same as the past two: a couple of Dracobaltians will be roaming around that you'll need to stay on guard for, and the item for the SO is on one of the outcroppings.

Special Order

Intel Quest: Investigate the interior.

Time Limit: 3:00

Effect: Aura 0:30

Reward: Plated Armor

21 Bottom Deck

Head down the path, following the yellow diamond on your minimap. As soon as you try to leave the circular platform in the center of the room, it'll begin to move. You'll be stuck on this bizarre elevator while two waves of Dracobaltians attack you. Defeat both waves of Dracobaltians to get the elevator to move again.

After the first wave, the elevator will drop and parts of the floor will break away, making your already limited space even more limited. Once you clear this wave of Dracobaltians, head north to enter area 22.

8.2 Dominion HQ Pro Tem [2] Revisited (Safe Zone)

7.2 Dominion HQ Pro Tem Revisited

The Five-Star Dragon, named Shinryu Celestia, who destroyed your airship is in this area trying to eat Naghi. Luckily for Naghi, as soon as you approach, Shinryu Celestia will get up and fly away.

22 Crystalline Cloudfield

Follow Naghi up the path. If you're trying to complete the SO, put your weapon away and follow him. Before you cross the threshold into the next area, wait and dodge any attacks that come your way.

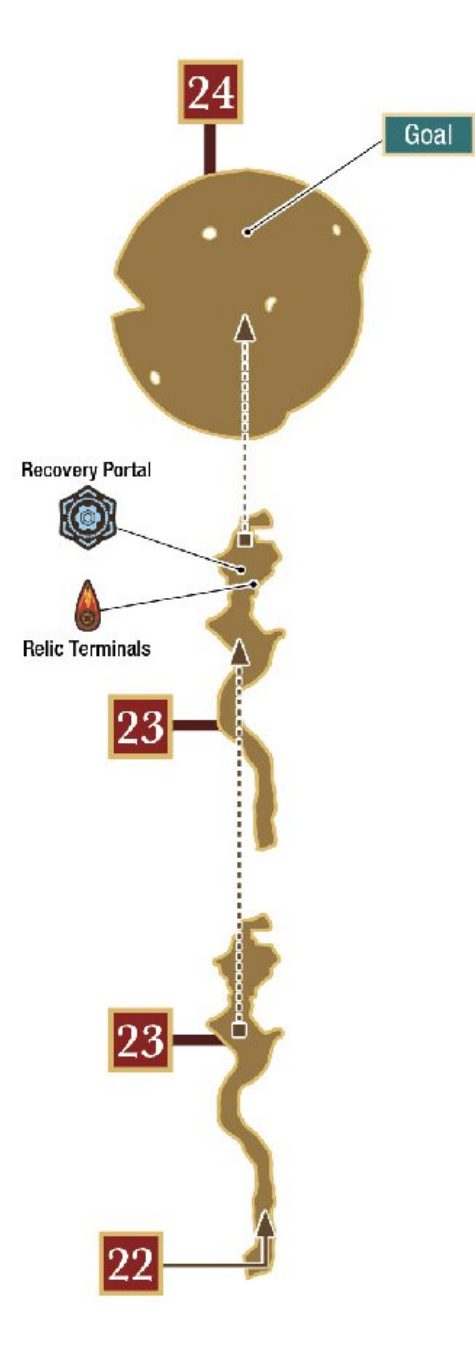
Special Order

Combat Trial: Do not engage any enemies.

Time Limit: 1:00

Effect: Invisible 0:15

Reward: Magic: Blizzard MIS-II



23 Ark Moorage

You need to defeat all of the enemies in the area to make it safe for a friendly airship to land and drop off supplies. Once you've cleared out all of the enemies, a Relic Terminal and Recovery Portal will appear. Save and heal, because the boss is in the next room.

Special Order

Take down five Dracobaltians using your active leader.

Time Limit: 4:00

Effect: Trance 0:30

Reward: [Cater's Weapon] Magicite Prime

Avoid the Waypoint

Don't step near the waypoint until you're good and ready to start the boss battle. The second you reach the waypoint on your minimap, you'll be whisked away to area 24.

24 Cimmerian Icefield

Special Order

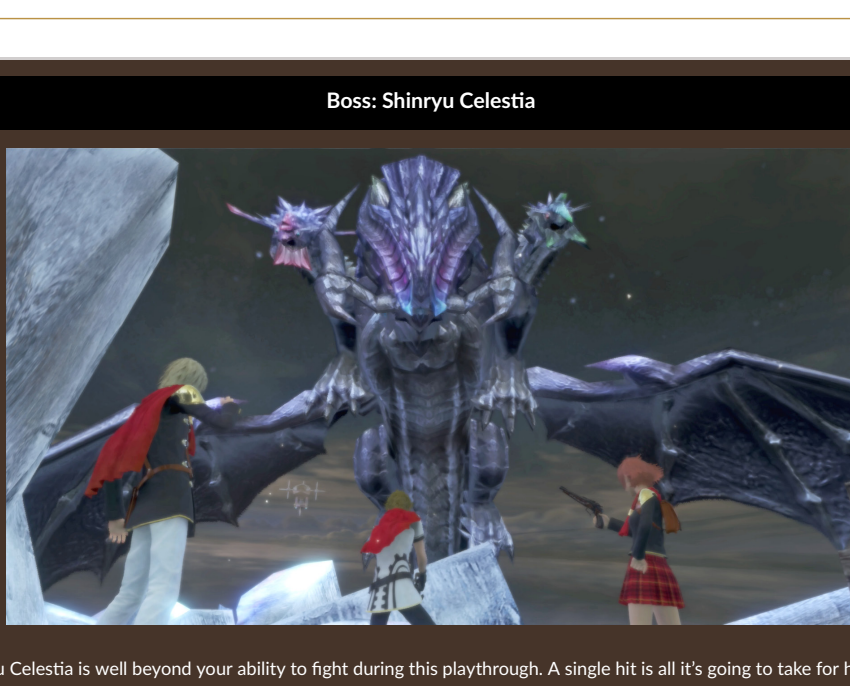
Evasion Drill: Avoid taking damage.

Time Limit: 2:00

Effect: Aura 1:00

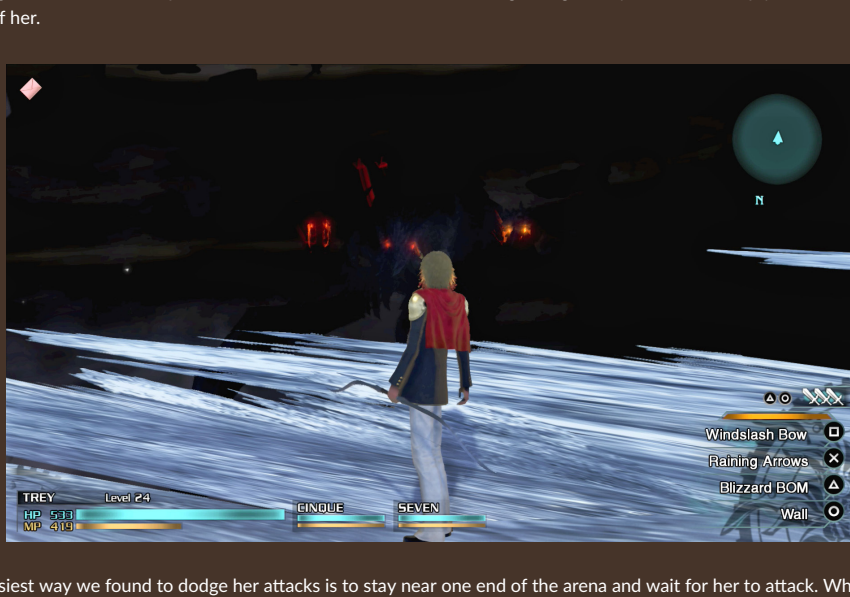
Reward: Crystal Ball

Boss: Shinryu Celestia



Shinryu Celestia is well beyond your ability to fight during this playthrough. A single hit is all it's going to take for her to kill any of your squad members. Struggle as you might, every one of your party members is going to fall. That is your fate for this playthrough. Don't forget it; it will be a motivator to come back and play again. Who knows? Maybe your next time around, Shinryu Celestia will be the one to fall.

For now, if you're hoping to complete the SO, you'll need to do it before your party is wiped. In fact, you'll need to do it before anyone is killed at the hands of Shinryu Celestia. Her attacks involve firing fireballs and lightning projectiles. When she fires them, they'll come out in a random pattern, so the best way to avoid them is to get as far away as possible. To make this fight more difficult, you can't perform a Lock-On on Shinryu while she's in the darkness, making it much harder to dodge her attacks. To keep track of her, look in the darkness for her glowing, red eyes. This will help you at least keep track of her.



The easiest way we found to dodge her attacks is to stay near one end of the arena and wait for her to attack. When she fires, race to the other side of the arena, keeping her in front of you at all times. She'll always fire fireballs and lightning projectiles back to back, but she'll sometimes reverse what she fires first.

Once you've completed the SO, you'll have to commit to the deed of having all of your party members meet their untimely demise. Another SO will pop up, this time requesting you defeat Shinryu Celestia. You can't complete the SO if you let your party be defeated, however.

Once your party has been wiped out, you'll gain control of a new Eidolon. To kill Celestia in the most excellent way possible, you'll need to hold down the Command 1 button to charge your most powerful attack to full power. If you take any damage while charging the attack, you'll lose the charge, so you need to get Celestia to stop moving first.

Continually attack her with your Command 1 button or do shorter charges on your secondary attack until you deplete her health. A Breaksight strike opportunity will appear. After a Breaksight strike, she'll hold still long enough for you to fully charge your ultimate attack.

Enjoy.

Special Order

Slay Shinryu Celestia using your active leader.

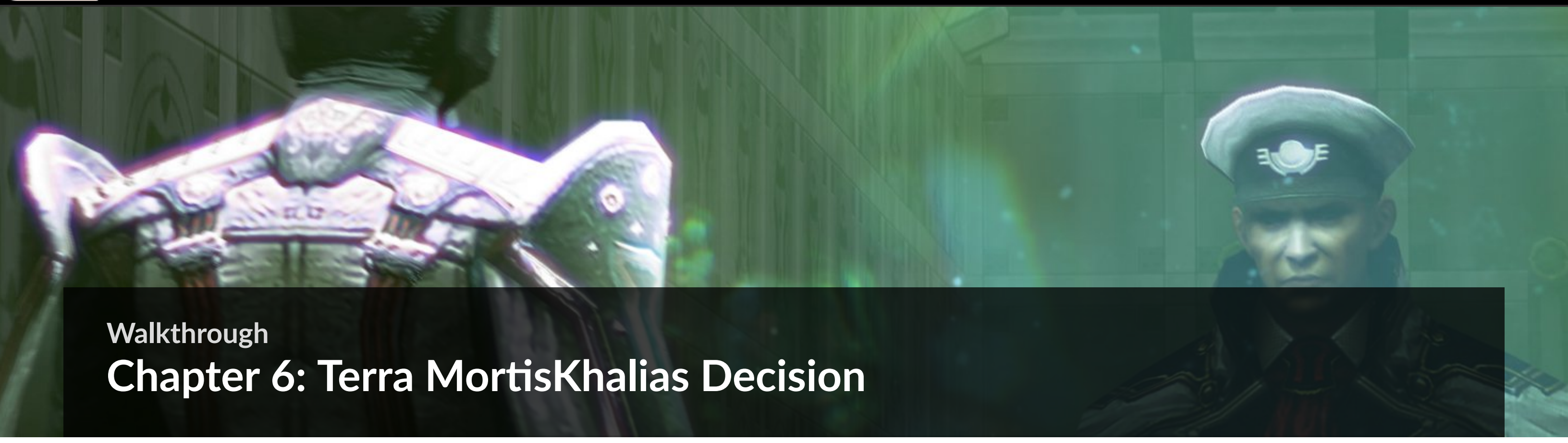
Time Limit: 5:00

Effect: Aura 1:00

Reward: [Trey's Weapon] Venom Bow

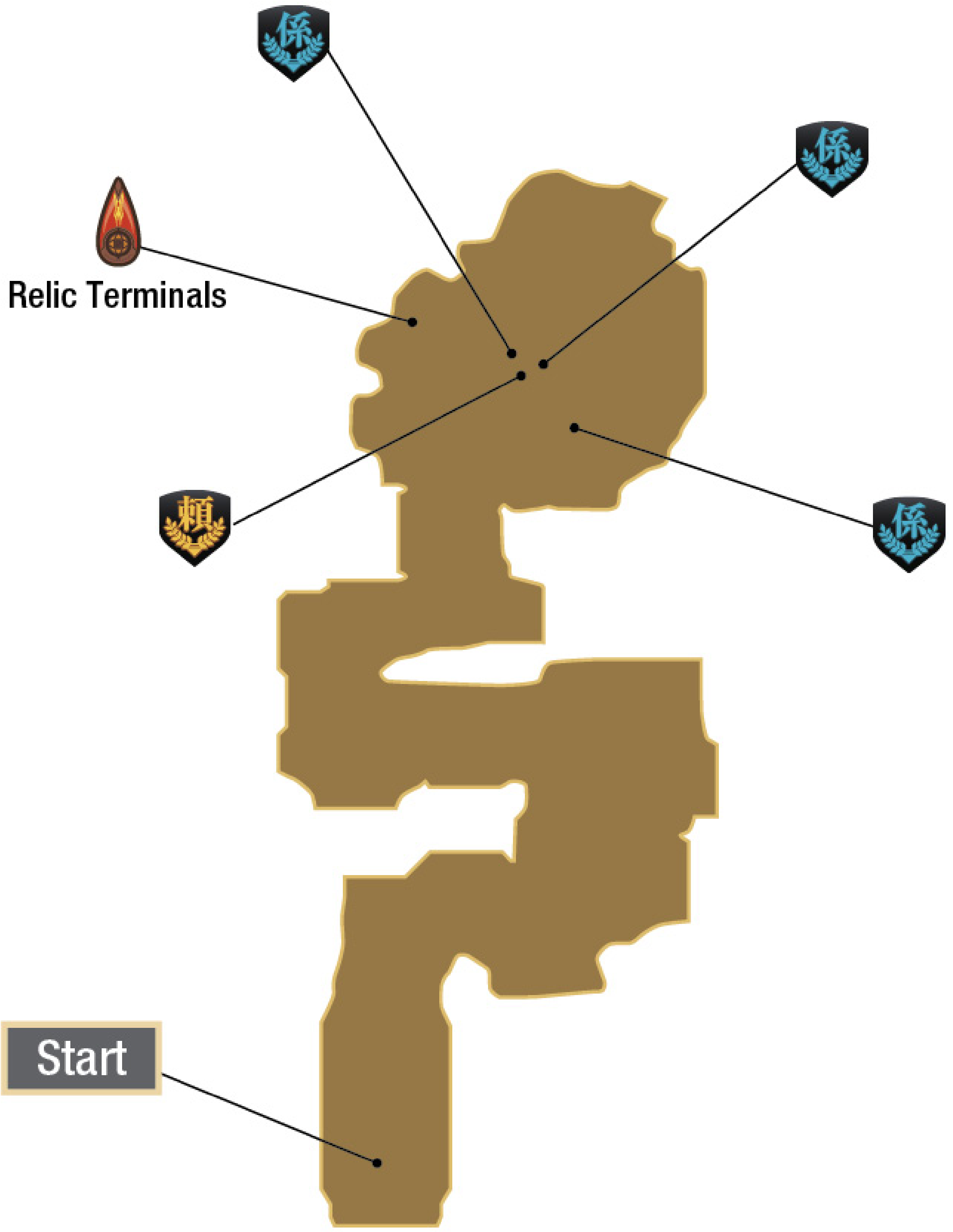
Mission Accomplished

You'll earn Magic: Fire MIS for completing this Mission with the use of the Eidolon. You'll receive a different item if you complete this Mission without the help of the Eidolon (see Playthrough Two for details).



Walkthrough

Chapter 6: Terra MortisKhalias Decision

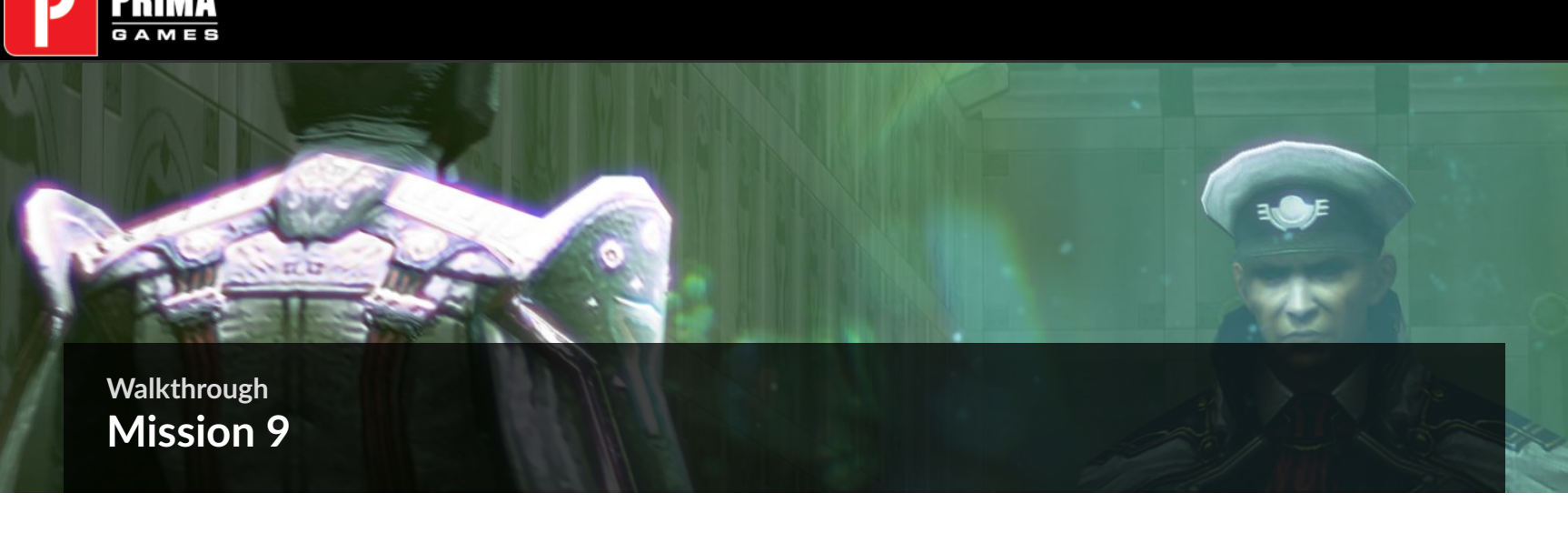


This chapter only has one Mission and no Free Time. It's all about the battle at the Big Bridge. You'll start this chapter at the Staging Point, a camp on the front line of the battle for the Big Bridge. You can do a few Simulated Battles by talking to Moglin or do some shopping with the orderly. You can also shop with Tachibana, but he doesn't really have much you can use at the moment.

When you're ready to begin, speak with Kurasame.

Mission Preparation

Kurasame will offer you the ability to bring back five Class Zero members from Concordia, meaning you'll be able to bring over five of the characters you sent to the Battle of Judecca. You shouldn't bring Rem, because there is a crystal jammer nearby and she's not a true member of Class Zero (meaning her abilities would be completely nullified). Choose your strongest and best five characters to fight for the Big Bridge.



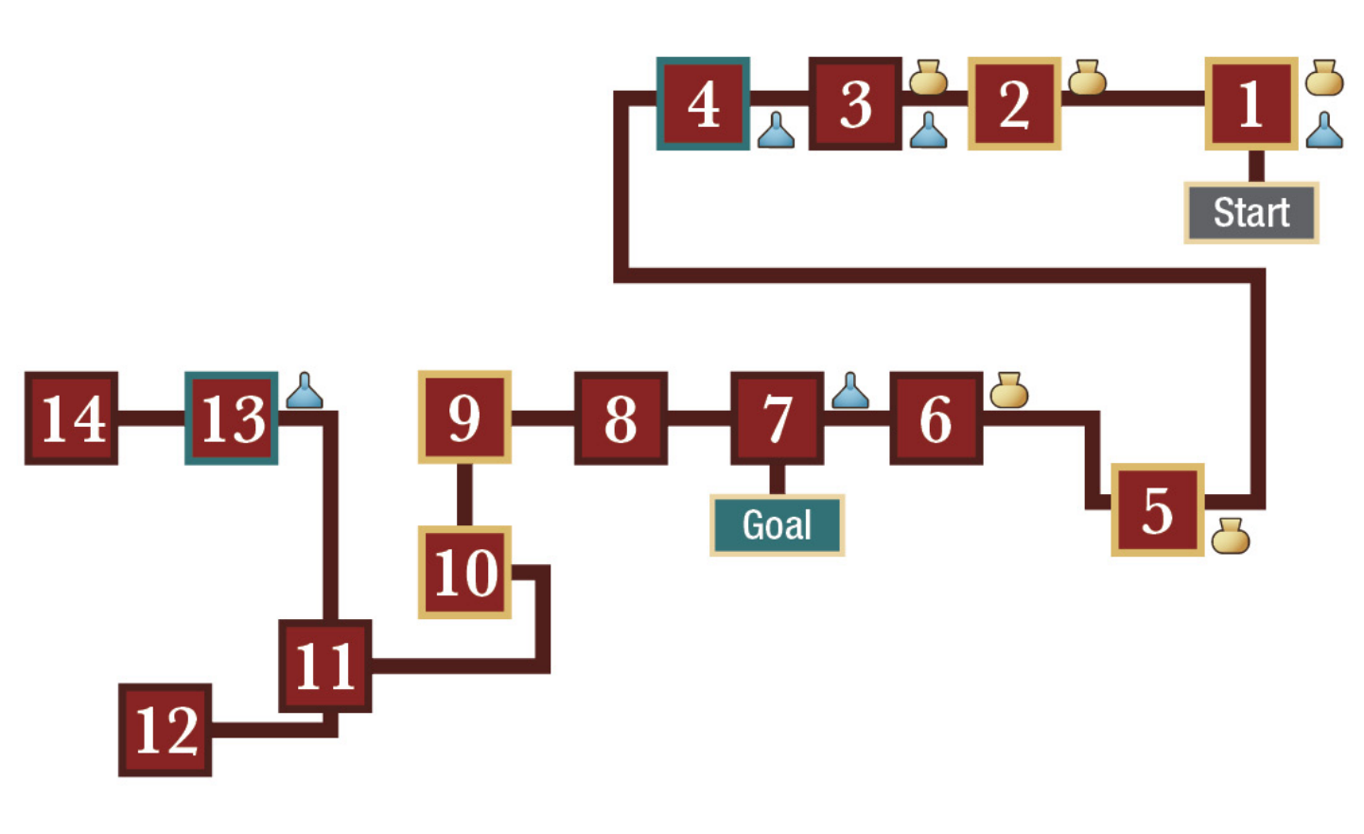
Walkthrough

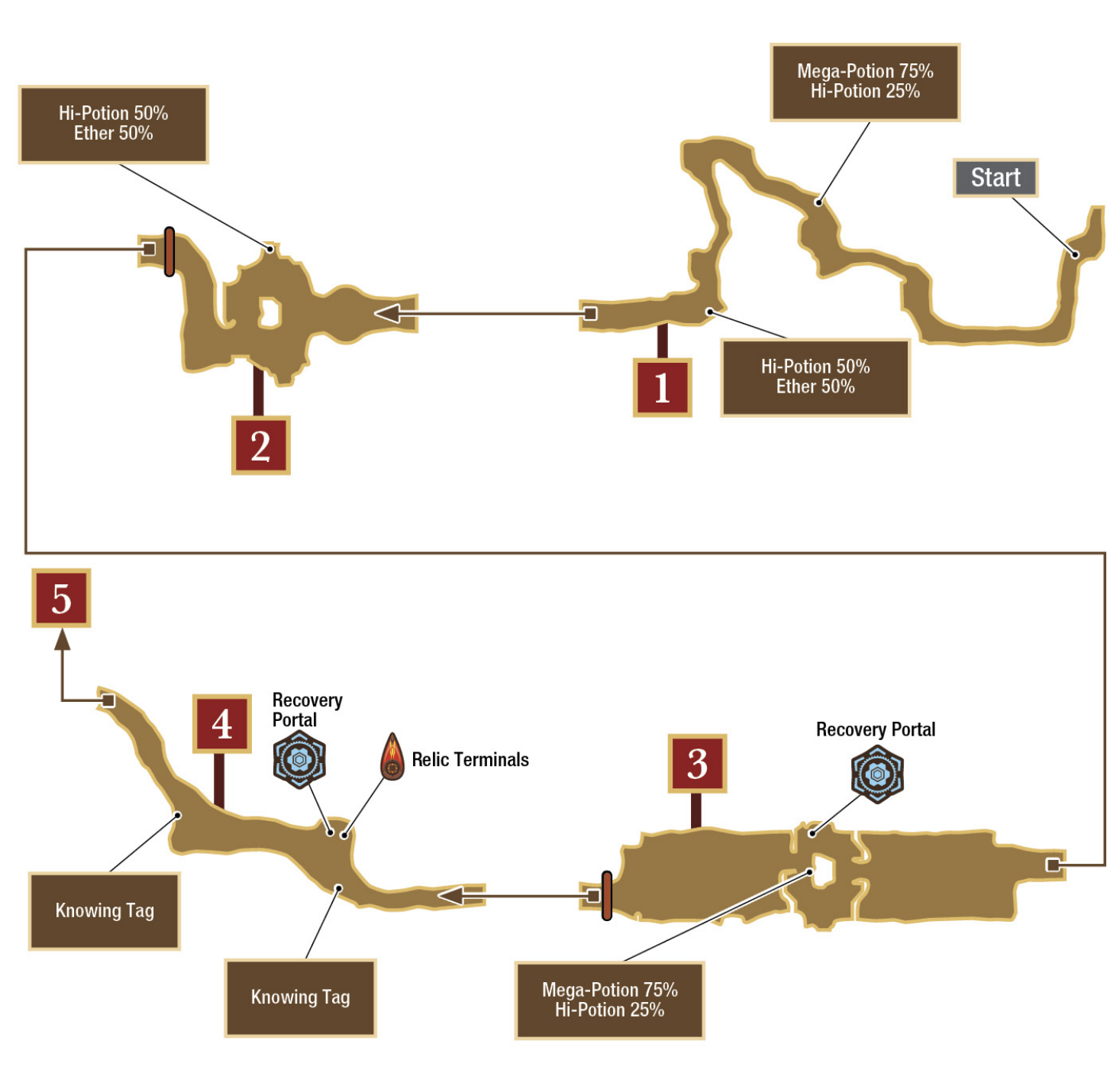
Mission 9

The Clash on Big Bridge

Mission Level: 32

S-Rank Requirements		
Time	Phantoma	Casualties
25:00	108	0





1 Last Line

As soon as you accept the SO for this area, you can just sit back and wait for the timer to tick down. There's no reason for you to put yourself in harm's way.

Special Order

Evasion Drill: Avoid enemy fire.

Time Limit: 1:00

Effect: Protect 0:30

Reward: Elixir

2 Second Line

You'll need to take out the CO in this area to advance to area 3. The CO is using flying Magitek Armor, so make sure to switch to a ranged character to take him down faster.

3 First Line

You'll have to wait for a minute and a half to get support from your comrades. In the mean time, Colossus units will try and take the First Line. Try and hold them off for as long as you can until the timer runs out. Once it does, you'll be able to perform airstrikes to devastate the remaining Colossus units.

Special Order

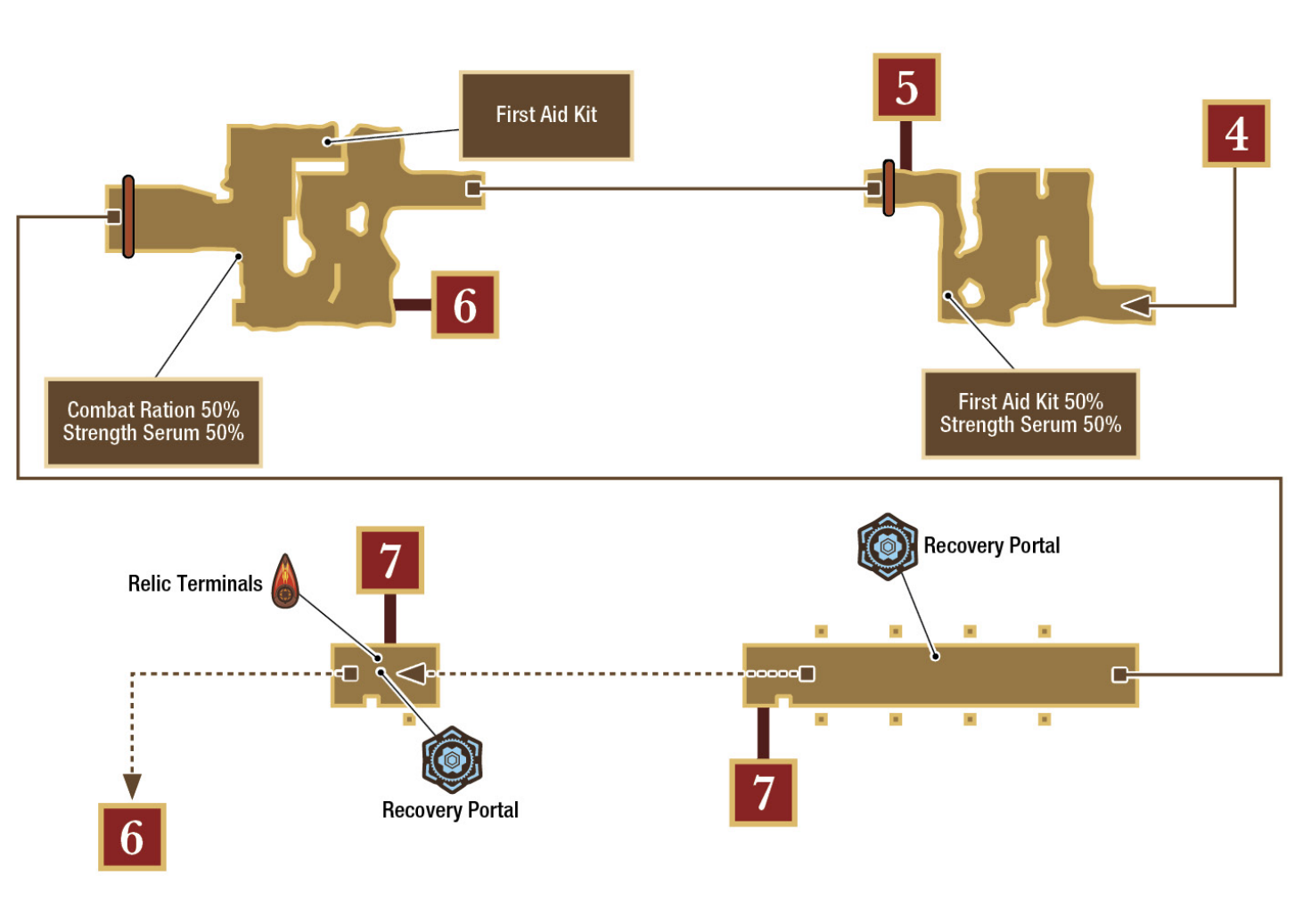
Endurance Test: Allow no casualties.

Time Limit: 2:00

Effect: Aura 0:30

Reward: Fire MIS-II

4 Border Plains (Safe Zone)



5 Former Encampment

You'll need to defeat the Warrior CO to move on to area 6.

Special Order

Score Killsight strikes on four imperial troopers using your active leader.

Time Limit: 1:00

Effect: Protect 0:30

Reward: Elixir

6 East Bank

You need to defeat all of the enemies marked on your minimap to get the bridge to open up for you. Once it does, a couple of Warriors, one of which is a CO, will enter the area. Defeat the CO to move on.

The special SO for this area won't appear until after you open the bridge, so make sure to reject any other SOs and hold off on killing the CO until you have the SO listed below.

Special Order

Take down three Warriors using your active leader.

Time Limit: 1:30

Effect: Protect 0:30

Reward: [Jack's Weapon] Black Widow

7 Big Bridge

You need to defeat all of the enemies marked on your minimap. As soon as you defeat the first set of marked enemies, the center of the Big Bridge will lower and another set of enemies, including a Colossus, will enter the area.

The SO will appear as soon as you defeat the second set of marked enemies. The western end of the bridge will drop and two Colossi, along with an Imperial Trooper CO, will enter the area. Refrain from killing the CO to the best of your abilities by avoiding any wide-ranged attacks that he might get caught in.

Special Order

Take down two Colossi using your active leader.

Time Limit: 2:00

Effect: Invincible 1:00

Reward: Thunder MIS-II

6.2 East Bank Revisited

Once you've taken the Big Bridge, a Relic Terminal and Recovery Portal will appear. When you try and move to the next area, you'll be cut off by several Colossi. At this point you'll need to select a character to fight a group of Colossi alone. We are big fans of Jack, but if you have a favorite melee fighter, go ahead and use him or her. We can't recommend ranged fighters, however, but the choice is ultimately yours.

Whoever you choose, that character will not be usable for a short period of time after you defend Big Bridge.

Level 32 Colossus
Murasame
Reflex
Lightning Flash
Block
JACK
Level 33
Open
Open
99

Special Order

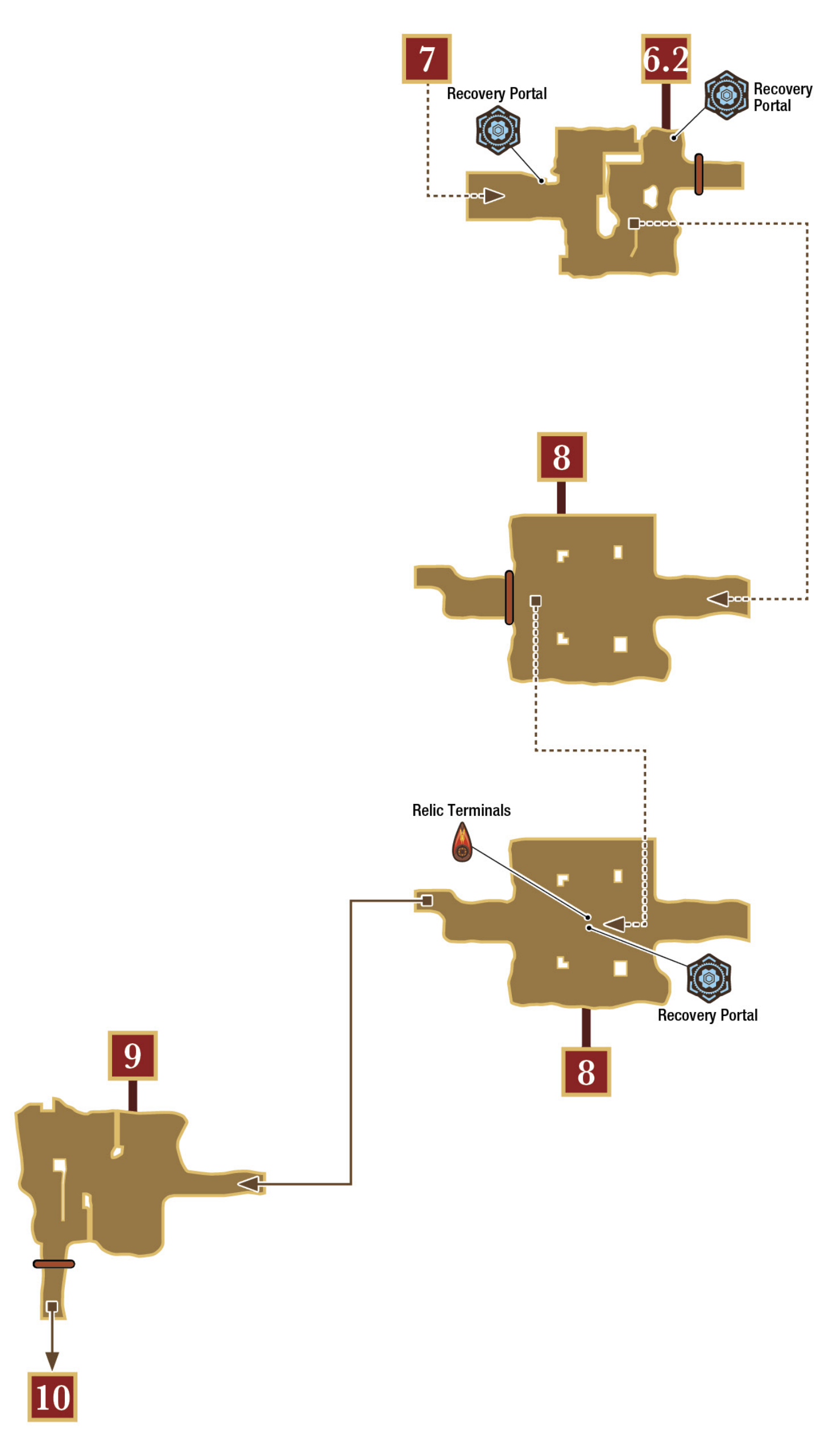
Score Killsight strikes on five enemies using your active leader. (This SO will not appear until you have defeated the three Colossi that start in the area.)

Time Limit: 2:00

Effect: Protect 0:30

Reward: Topaz Shield

You'll have to destroy three Colossi, but once you do, several marked Imperial soldiers will pour into the area. After fighting several waves of marked enemies, a CO will enter the room. Defeat him and you'll be given the chance to change your party, then you'll be sent to area 8 to destroy the magic jammer MA.



8 West Bank [2]

Major Ernst will be piloting the crystal jammer MA. If you took the SO, you'll want to defeat him as soon as possible. His front machine guns pack a punch, so stick to his sides. Other than that he won't give you too much trouble. He remains stationary during the entire fight.

Once he's been defeated, you regain the ability to select the character you sent to fight the Colossi at area 6 and Rem's magic abilities will also be usable again. Once you've selected your party, you'll be sent back to area 8, which now has a Relic Terminal and Recovery Portal.

Special Order

Defeat the enemy commander using your active leader.

Time Limit: 1:00

Effect: Aura 0:30

Reward: Elixir

9 Fortified Area

The flying MAs you've only seen as bosses and COs are common enemies in this area. They move quickly, so switch to your ranged character to bring them down.

You'll also need to defeat every marked enemy in the area to be able to move on to area 10.

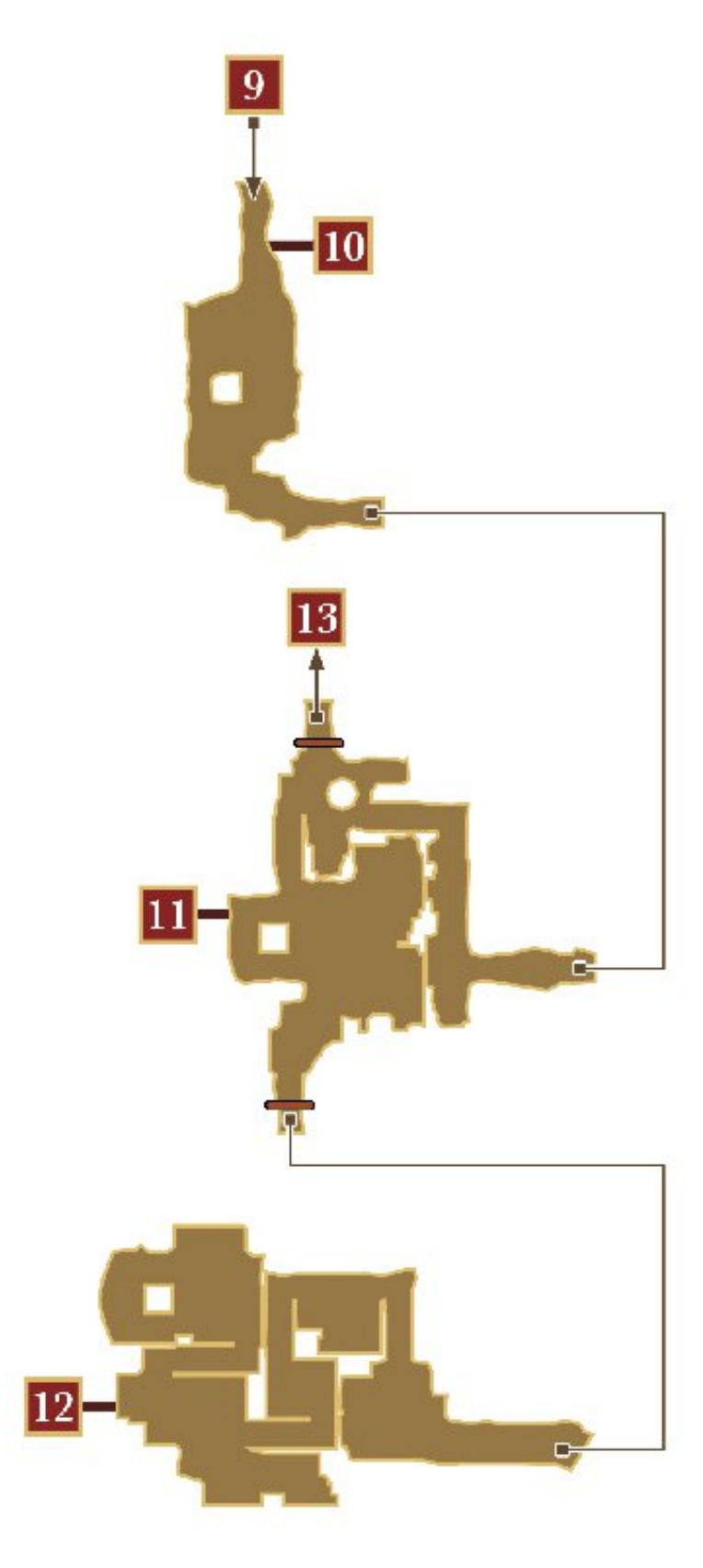
Special Order

Destroy one Helldiver using your active leader.

Time Limit: 1:00

Effect: Freecast 0:45

Reward: Blaze Armlet



10 Fortified Area [2]

On the south end of the area are several Imperial Troopers and a Nymurod that are unreachable due to the rubble scattered all around them. You can either ignore them and move on to area 11, or use a ranged character to take them out.

Special Order

Score Killsight strikes on three Shock Troopers using your active leader.

Time Limit: 1:00

Effect: Protect 0:30

Reward: Elixir

11 Airbase M-680

You need to destroy the Helldivers in this area to progress. You also need to wait until two minutes pass before you can gain the ability to call in airstrikes. After a minute and a half ticks down on the timer, if you've killed the first two Helldivers, two more Helldivers will fly in.

Hold off on destroying the Helldivers until the timer runs out. If you destroy all of the Helldivers, you won't be able to complete the SO.

Head through the south passage, instead of following the yellow-diamond waypoint through the north passage.

Special Order

Take down a Helldiver with support from the Bahamut Squad using your active leader.

Time Limit: 1:00

Effect: Protect 0:15

Reward: Fulgur Tertius, Vol. II

12 Airbase M-680 [2]

You'll need to defeat several enemy soldiers and Helldivers to get the CO to enter the area. Once he has, wait a second before attacking him. The SO won't pop up immediately and you'll need the CO alive if you plan on completing it.

Head back to area 11 and proceed through its north passage to reach area 13.

Special Order

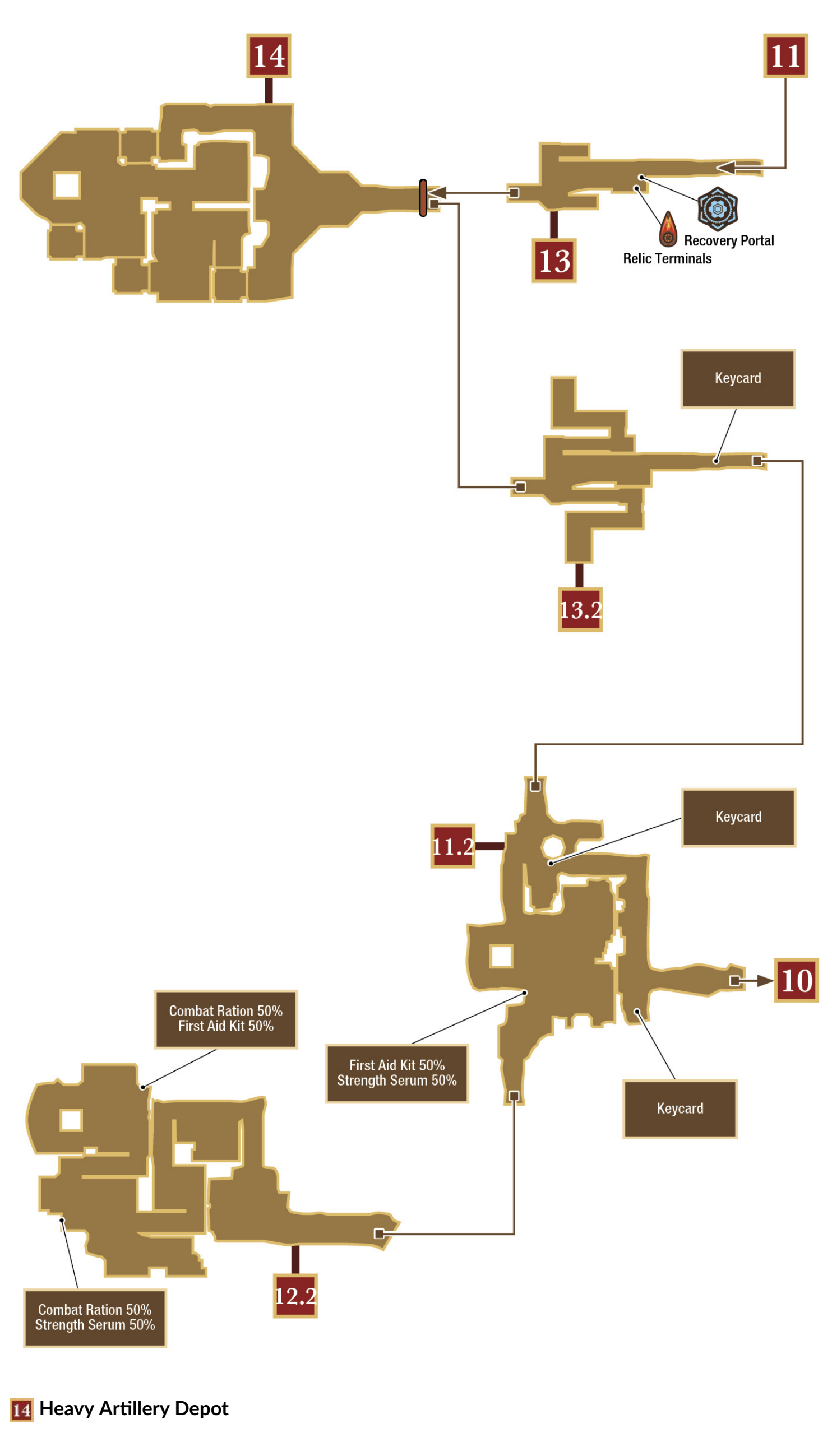
Defeat the enemy commander using your active leader.

Time Limit: 1:30

Effect: Aura 0:30

Reward: [Nine's Weapon] Knight's Lance

13 Field Artillery Station (Safe Zone)



14 Heavy Artillery Depot

Special Order

Destroy three Colossi using your active leader.

Time Limit: 2:00

Effect: Aura 1:00

Reward: Phoenix Pinion

You'll need to defeat four Colossi to get the CO to appear. Once the CO shows up, defeat him to shut down the giant turret. He hits hard, so use a ranged character and hide behind cover, peaking out only to attack a few times, then diving right back into cover.

The giant turret was preventing an air strike from blowing up the facility, but with the turret disabled, your allies won't have any trouble destroying it, even with you in it. You'll have eight minutes to get out of the enemy base and to safety. Head back to area 13 immediately.

13.2 Field Artillery Station Revisited

You don't need to defeat any of the enemies in this area to move on to the next one. Only stay long enough to complete the SO, if you're interested in doing it. Then get out of there quickly.

Special Order

Score Killsight strikes on two shock troopers using your active leader.

Time Limit: 1:00

Effect: Protect 0:30

Reward: Elixir

11.2 Airbase M-680 Revisited

Special Order

Score Killsight strikes on two enemies using your active leader.

Time Limit: 1:00

Effect: Invincible 1:00

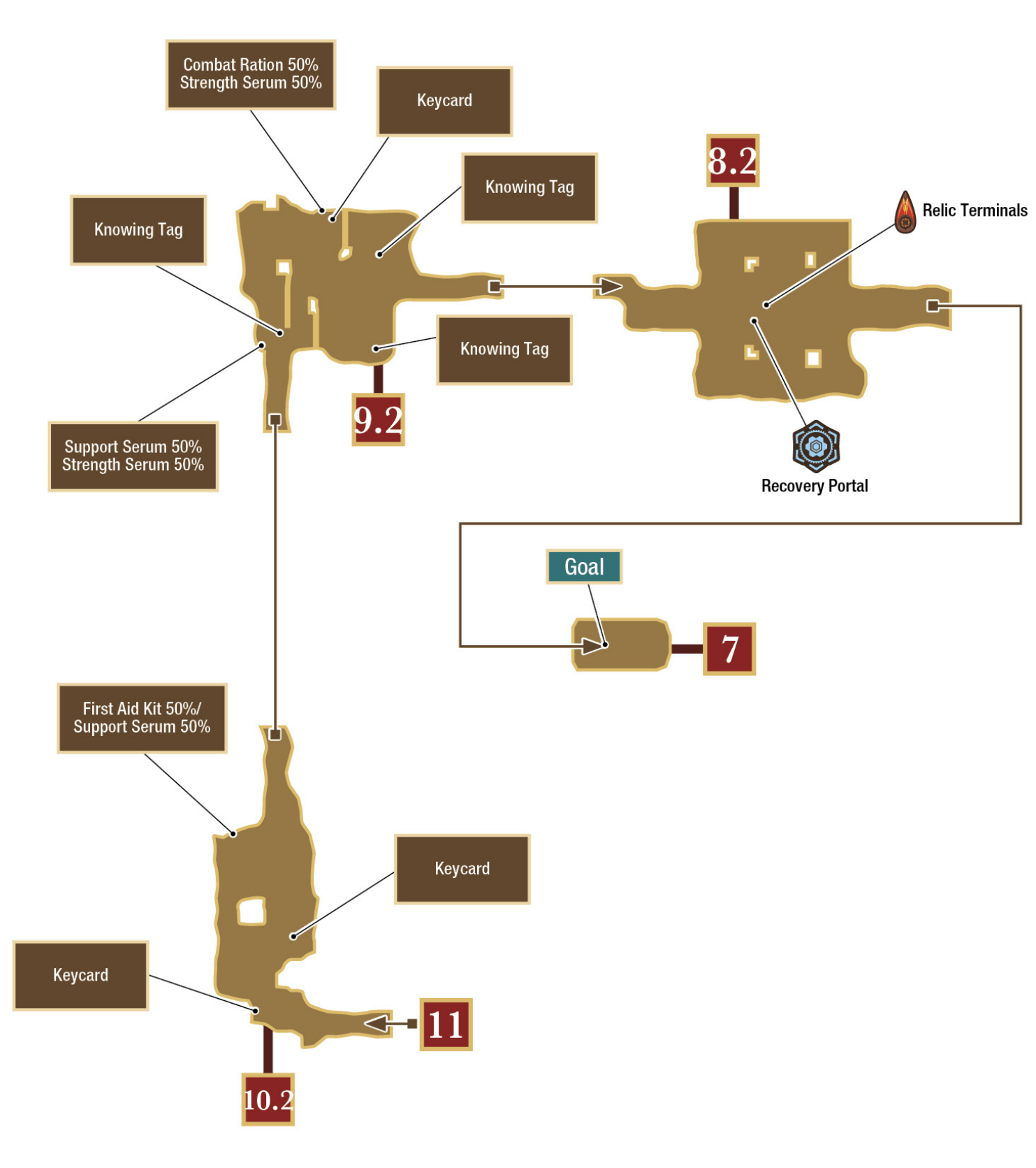
Reward: Elixir

The Keycard you grabbed in the last area can be used on the small building on the west side of this area. There are two more Keycards in this area that will also open small buildings like the one in here.

Once you're done in this area, if you still have five or more minutes remaining, you can re-enter area 12, via the south passage in this area. There are two more small buildings housing items in area 12, and you happen to have two Keycards. Just know that once you grab the items, several enemies will storm in through area 12's entrance, which will slow you down a good bit.

Once you've collected the items, or if you decide not to go and get them, head through the east passage to reach area 10.

12.2 Airbase M-680 [2] Revisited



10.2 Fortified Area [2] Revisited

You can find two more Keycards in this area and another small building housing an item (refer to the map).

Special Order

Acquisition Challenge: Obtain a Keycard.

Time Limit: 1:00

Effect: Invincible 1:00

Reward: Megalixir

9.2 Fortified Area Revisited (Safe Zone)

Special Order

Acquisition Challenge: Retrieve a Knowing Tag from a fallen Dominion legionary.

Time Limit: 1:00

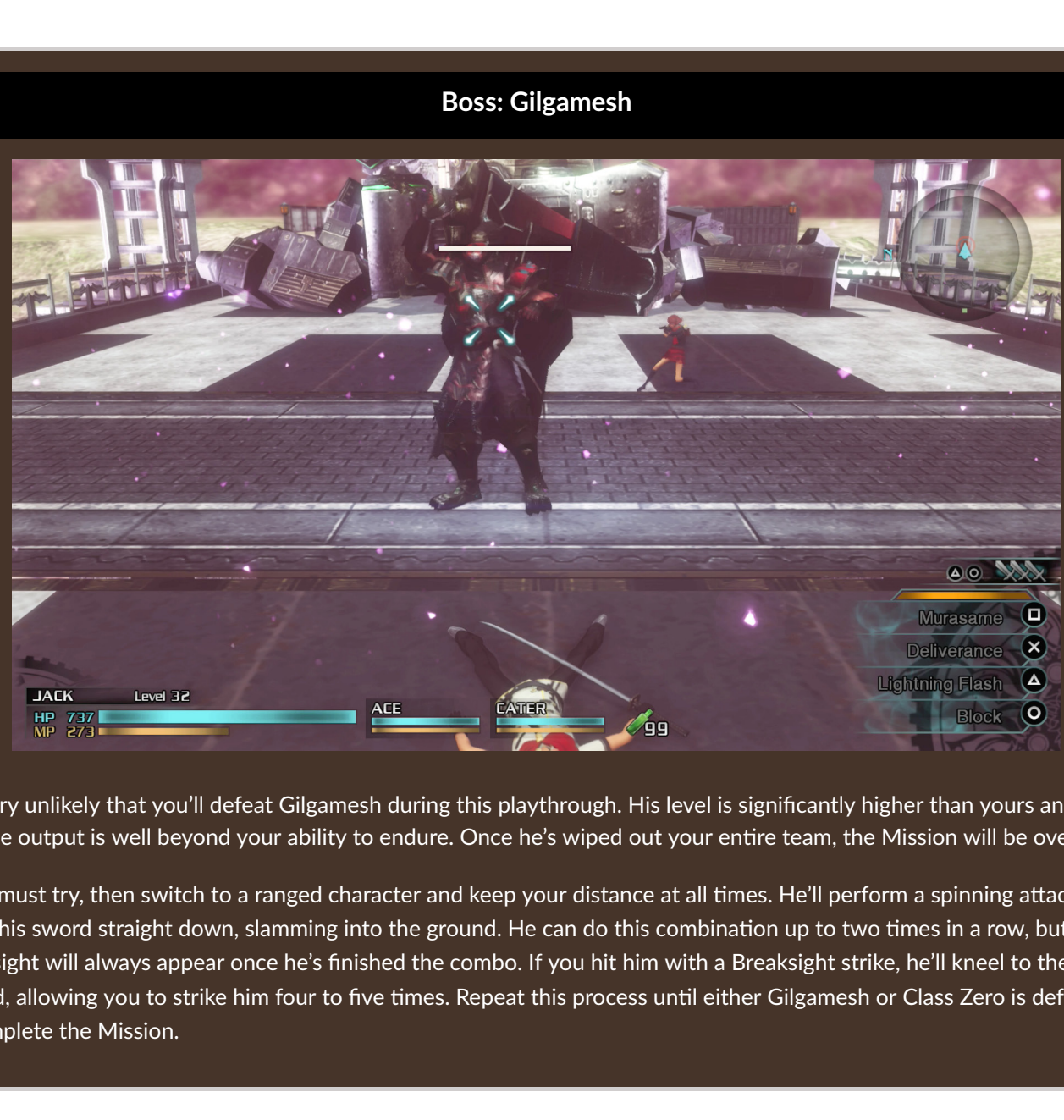
Effect: Invincible 1:00

Reward: Glacies Tertia, Vol. II

8.2 West Bank Revisited (Safe Zone)

Once you reach this area, the timer will stop ticking down. Save and heal—the boss is in the next room.

Boss: Gilgamesh

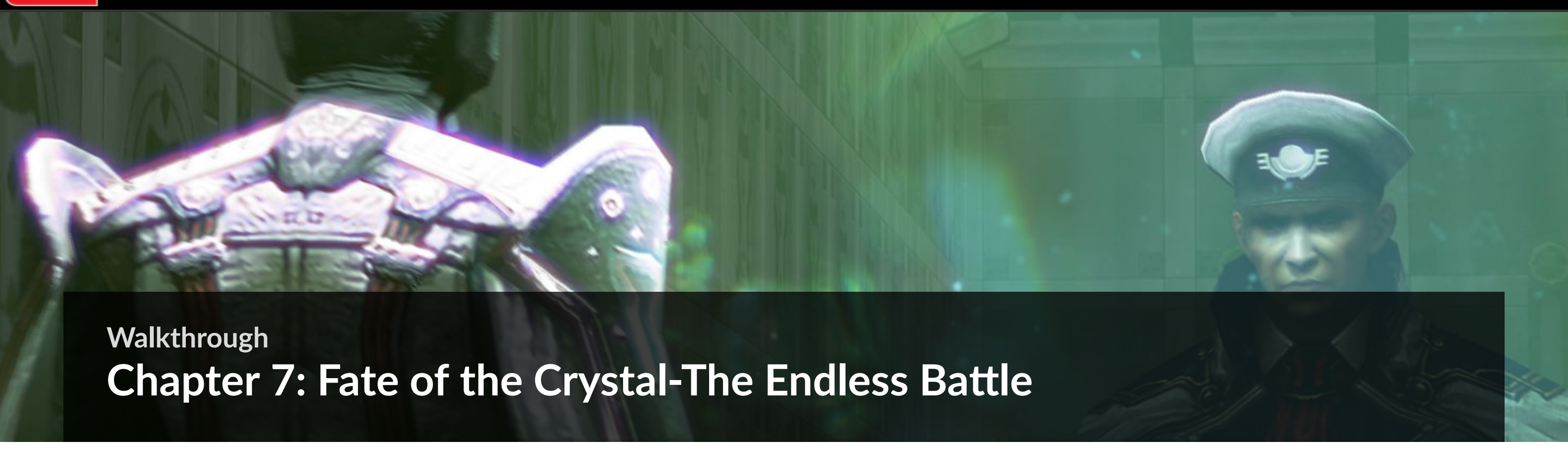


It is very unlikely that you'll defeat Gilgamesh during this playthrough. His level is significantly higher than yours and his damage output is well beyond your ability to endure. Once he's wiped out your entire team, the Mission will be over.

If you must try, then switch to a ranged character and keep your distance at all times. He'll perform a spinning attack, then swing his sword straight down, slamming into the ground. He can do this combination up to two times in a row, but his Breaksight will always appear once he's finished the combo. If you hit him with a Breaksight strike, he'll kneel to the ground, allowing you to strike him four to five times. Repeat this process until either Gilgamesh or Class Zero is defeated to complete the Mission.

Mission Accomplished

For completing this Mission, you will gain the ability to summon the Odin Eidolon and the orderly in Classroom Zero will begin selling Hi-Potions.



Walkthrough

Chapter 7: Fate of the Crystal-The Endless Battle

You'll have a whopping eight days to spend during your Free Time, which is more than enough to do most of the Tasks and Events available during this time.

Events, Tasks, and Expert Trials (First Break–8 Days)

Moogle Classes

FGHT-301: Advanced Battle Basics	100,000 EXP
MAGC-301: Topics in Basic Magic	Magic Power +1
HPUP-102: Fundamentals of Health II	Max HP +50
MPUP-102: Fundamentals of Magic Enhancement II	Max MP +20

Events

Location	Who	Reward	Note
Main Gate	Yamato	Elixir	—
Airship Landing	Izumo	Elixir	—
Altocrystarium	Queen	Mega-Potion	—
Hallway	Naghi	Cutscene	You must have completed all other Naghi Events for this one to appear.
Classroom Zero	Rem/Trey	Cutscene, Phoenix Pinion	—
Back Garden	Machina	Mega-Potion	—
Cemetery	Gate	Cutscene, Phoenix Pinion	—
Crystarium	Class Ninth Moogle	X-Potion	—
Armory/Kazusa's Lab	Kazusa	Cutscene, Random Item	There must be 6 or less hours left in the day in order to talk to Kazusa. Refer to the "Side Quests" Section of this guide for details.
Kazusa's Lab	Kazusa	Cutscene, Ether	You must obtain an Eyeball Specimen from Naghi in Central Command.
Central Command	Seven	Cutscene, BOM Magic Power +10	After doing Mutsuki request.
Central Command	Shijima	Elixir	—
Armory	Ryid	Cutscene, Attack +3	After completing his Task.
Lounge	Carla	N/A	You have to give her 100,000 Gil.
Terrace/Sorcery	Emina/Sorcery Researcher	Cutscene	There must be 6 or less hours left in the day in order to do Emina Events. Refer to the "Side Quests" Section of this guide for details.
Terrace	Tokito	X-Potion	This Event can only be done while Emina isn't on the Terrace.

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give three Mega-Remedies to the Logistics Officer.	Ten X-Potions	—
Classroom Zero	Kurasame's Tonberry	Land thirty Killsight/Breaksight strikes and report back to Kurasame's Tonberry.	Shock Armor	Can be done in Akademeia's Arena.
Crystarium	Naghi	Obtain Kurasame's Knowing Tag.	X-Potion	It is found near Bethnel Caverns; this Event can only be done after giving Kazusa the Eyeball Specimen.
Central Command	Dominion Officer	Defeat ten Ankhegs.	Three Megalixirs	The Ankhegs must be defeated in the Old Lorica Region.
Armory	Ryid	Obtain Lorican Diary.	Crystal Gloves	—
Armory	Mutsuki	Obtain one Dark Matter for Mutsuki.	Diamond Ring	Dropped by Malboros in the Roshana Province.
Armory	Guildsman	Retrieve ten Turtle Shells for the Guildsman.	Diamond Gloves	You must defeat the Adamantoise in Innsmouth Coast.
Sorcery	Quon	Obtain one Jeweled Ring for Quon.	Dominion Helmet	You get the ring from Dr. Al-Rashia's Task in the first Free Time of Chapter 5.
Sorcery	Sorcery Researcher	Give fifteen Mauve Phantoma to the Sorcery Researcher.	Magic: Thunder MIS	—
Lounge	Cadetmaster	Give 1500 SPP to the Cadetmaster.	Five Phoenix Pinions	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Cetme	Yatsude	Defeat twenty Imperial Troopers.	Quake Killer	Can be done in any location; you cannot reach Cetme until completing the "Operation Sticky Fingers" Expert Trial.
Roshana	Subaru	Defeat fifteen Mandragoras in the Roshana Province.	Gold Anklet	You cannot enter Roshana until completing the "Operation Dragon Slayer" Expert Trial or until you complete Mission 10.
Rama	Yukisato	Defeat two Marduks in the Roshana Province.	Crystal Shard	Marduks are found in the forests of the Roshana Province; you cannot enter Rama until completing the "Operation Dragon Slayer" Expert Trial or until you complete Mission 10.
Bazz	Sakuya	Defeat an Iron Giant.	Growth Egg	Iron Giants can be found in the Silent Key; you cannot enter Bazz until completing the "Operation Homecoming" Expert Trial.
Azurr	Okita	Defeat eight Floating Eyes for Okita.	Gold Bangle, MPV-B2 Trunk Key	You cannot enter Azurr until completing the "Climactic Clash at Azurr" Expert Trial.

Expert Trials

Name	Level Requirement	Instructions	Note
Operation Sticky Fingers	Level 46	Class Zero must send a squad of four to Cetme to locate an officer who is said to have valuable intel.	Second Playthrough

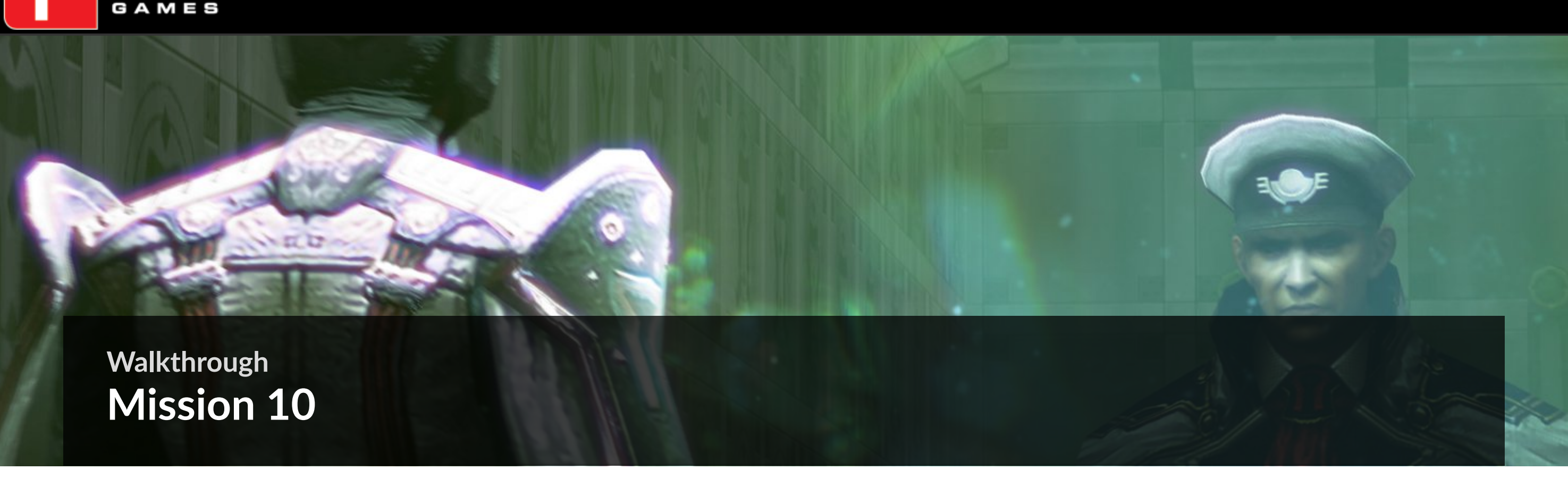
Mission Preparation

Head to Classroom Zero to get instructions for your next Mission, once you've used all of your Free Time. Head to the Airship Landing and charter a flight to Roshana.

You can enter Roshana or Rama and shop, complete a Task, or earn more l'Cie Crystals (check the "Side Quests" section of this guide). Once you reach the border of Rilochy you'll be prompted to begin the next Mission.

As a reminder, we suggest you bring Trey to all RTS Missions. He's especially effective in this fight, as there are a lot of airborne enemies that perform ranged attacks—a perfect combination for Trey to show off his attack range.

You should also make a point to have a secondary ranged character at the top of your Reserves list when you're preparing for this Mission. There are a lot of squirrely flying enemies that will give both Trey and your melee characters a hard time, especially at the end of the Mission. We recommend Ace, but Cater, Seven, and King work just as well.

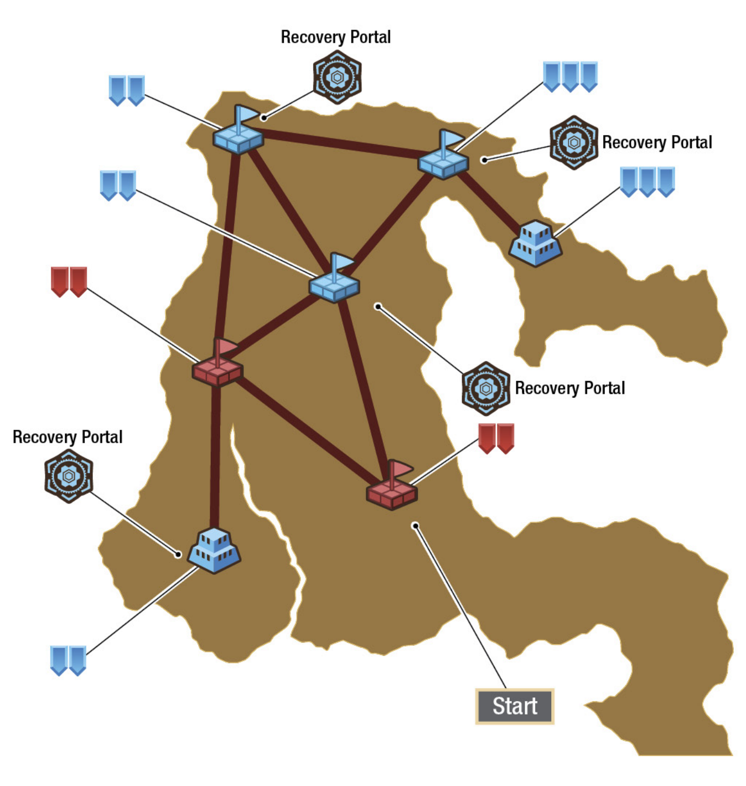


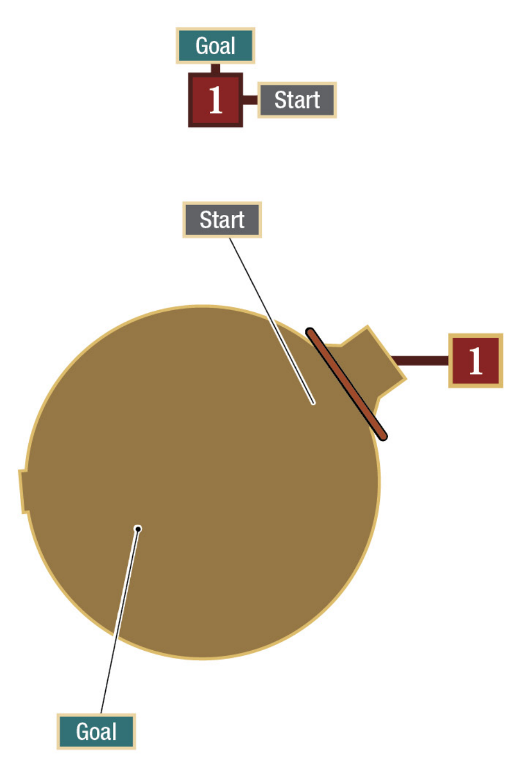
Walkthrough
Mission 10

The Kingdom’s Final Hours (RTS)

Mission Level: 34

S-Rank Requirements		
Time	Mission	Casualties
35:00	9	0





1 Neutralize the Energy Wall Around Shakara

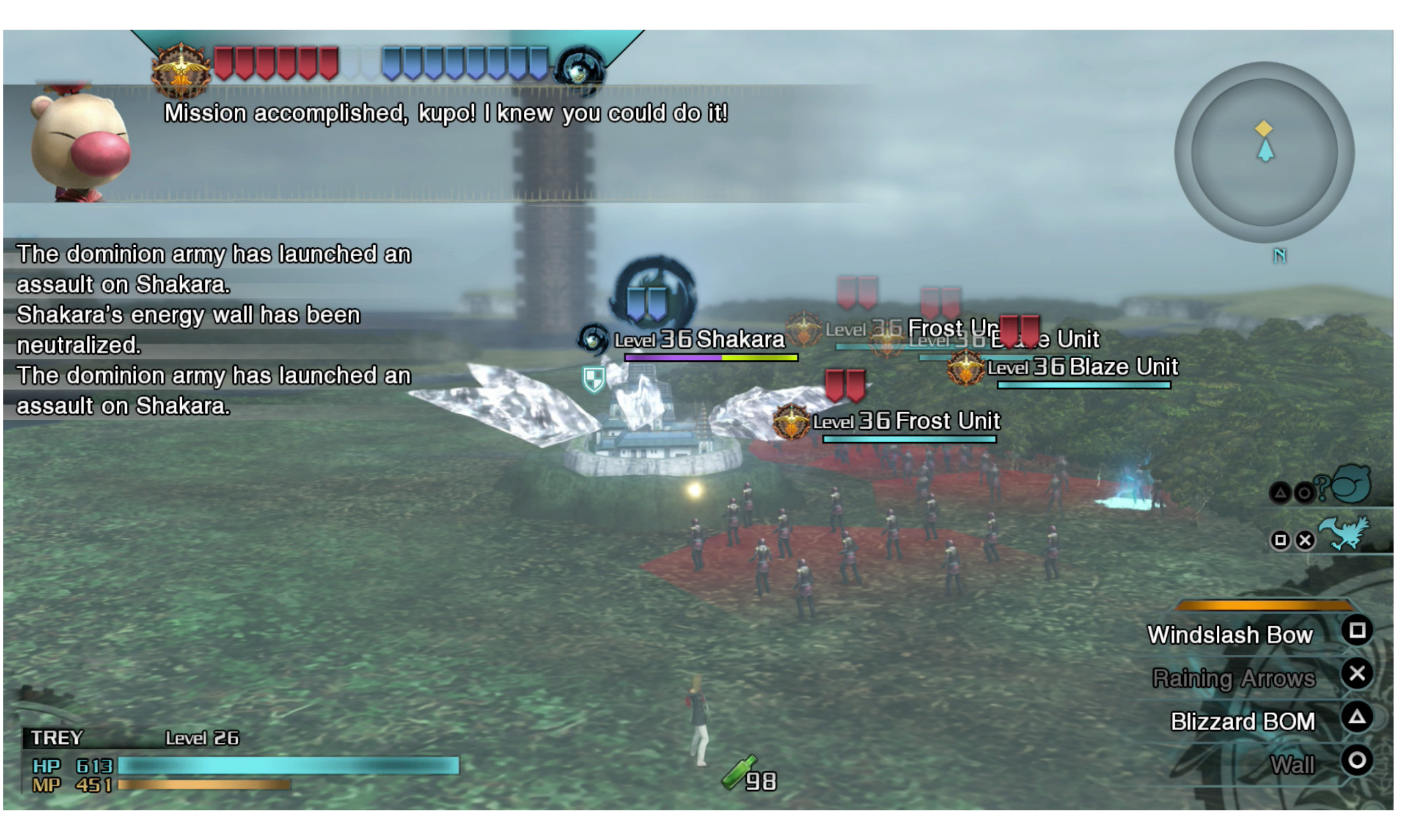
Before you attempt to take out Shakara’s energy wall, you’re going to need to get more support. Shakara’s got a nasty dragon called an Atmosvern that is all too happy to destroy any and all who approach the town. Start by assisting the Main Camp’s troops in taking over Domain 2.

Once the Main Camp’s troops approach Domain 2, the Atmosvern will move to counterattack them. You’ll need to take its health down to its yellow bar in order to scare the unruly reptile away from your allies. Be careful, however: a single fireball will more than likely put your active leader out of commission. And if you’re using Trey like we suggested, it will make the Mission a whole lot harder if you lose him.

When the Atmosvern flees the area, continue with the takeover of Domain 2. After it’s been captured, Domain 2 will send its forces to Shakara automatically. Head over to Shakara and help push the assault forward.

2 Infiltrate Shakara

Once the energy wall has been dropped, Shakara will be open to invasion. Waste no time in taking it over with Class Zero.



Mission accomplished, kupo! I knew you could do it!

The dominion army has launched an assault on Shakara.
Shakara’s energy wall has been neutralized.
The dominion army has launched an assault on Shakara.

2.1 Trat Gardens

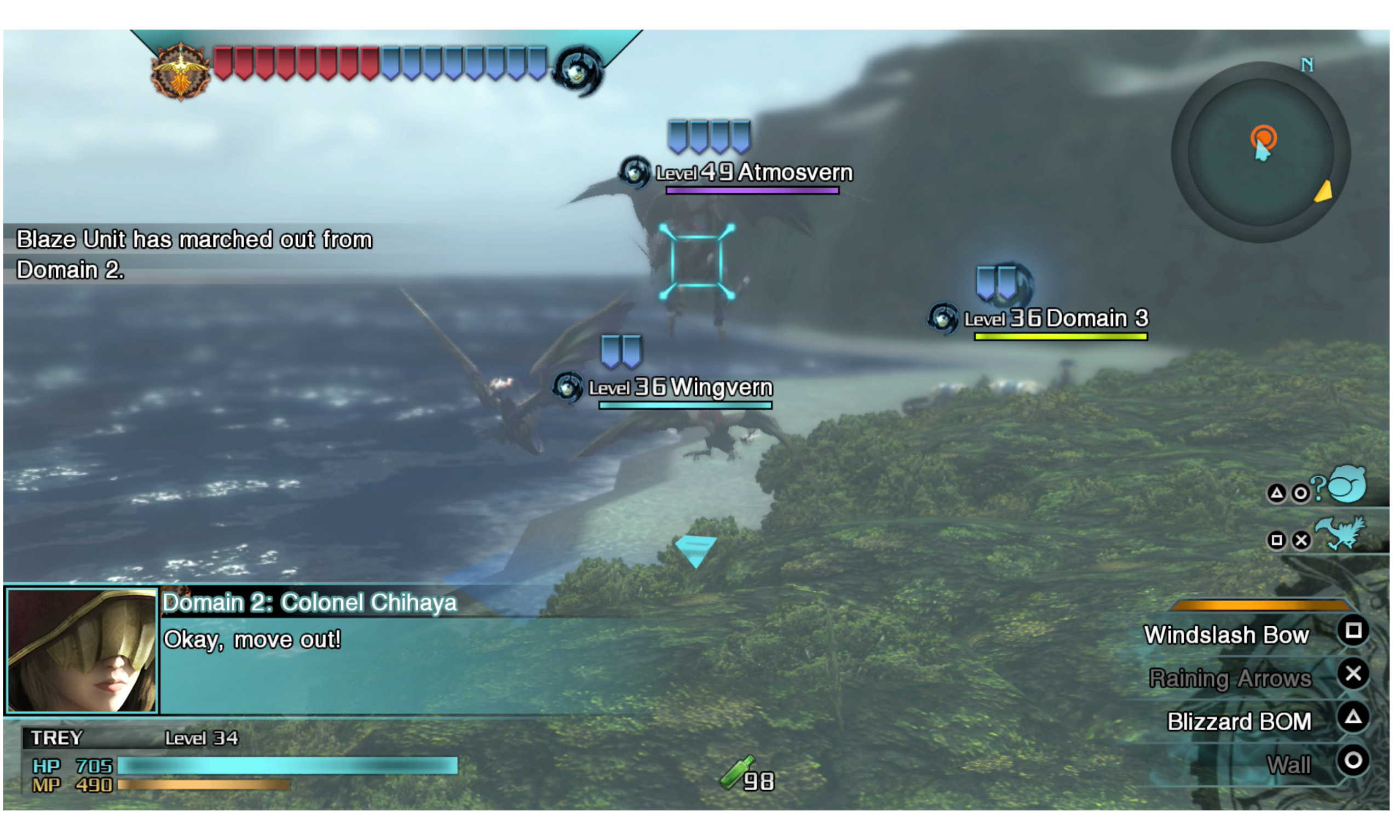
There is only one room in Shakara. You’ll need to defeat a Dualistag and a Red Demonicorn to force out the commander in control of Shakara. The commander is a Dracoknight named Tonogiri. He has a good bit of health, packs a punch, and also has Haste cast on him, so stay moving and don’t let him get in close to you.

You might want to switch your active leader to a melee fighter, if one is in your squad. If not, switching to anyone besides Trey is a smart move during this fight. Trey’s weakness is fast-moving enemies, which makes Tonogiri his poison. Just make sure to switch back to Trey once the fight is over and before you’re ushered back to the world map.

3 Collect Tonogiri’s Phantoma

Once Tonogiri has been defeated, Moglin will request that you absorb Tonogiri’s Phantoma. It’s a simple Mission, but completing it will add to your Mission completion total at the end of this RTS.

4 Neutralize the Energy Wall at Rilochy



Blaze Unit has marched out from Domain 2.

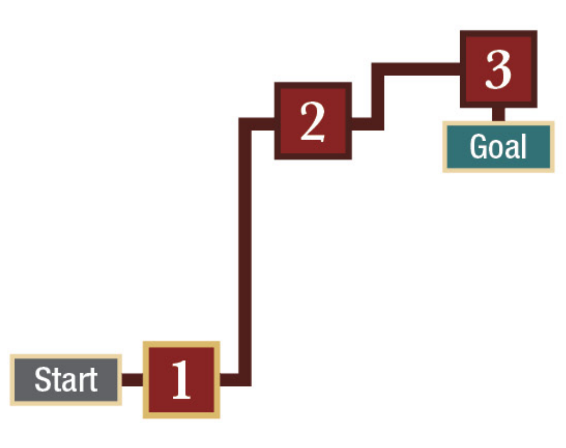
Domain 2: Colonel Chihaya
Okay, move out!

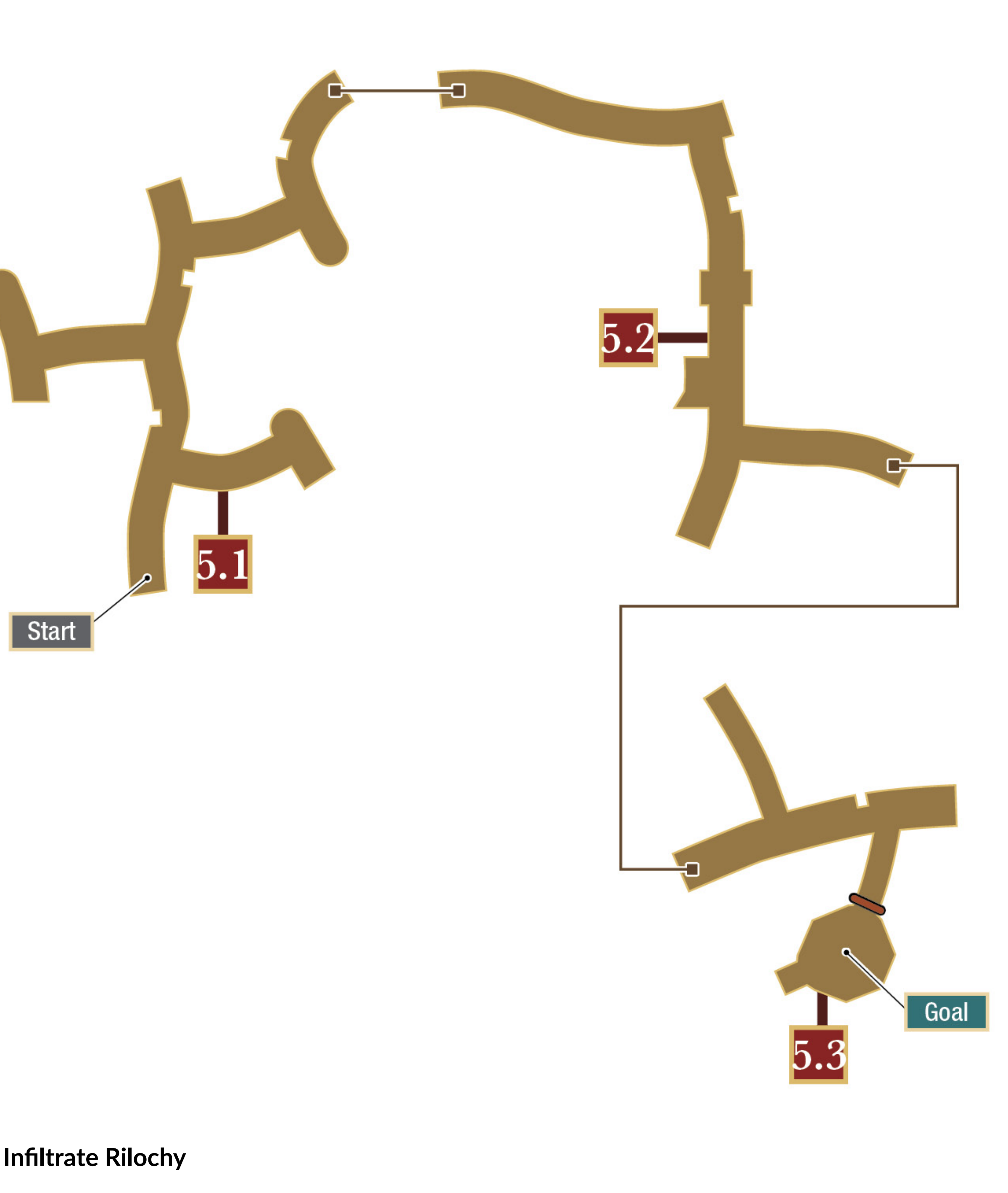
Once you’re back on the world map, your next Mission will be to neutralize the energy wall around Rilochy. Once again, you’ll need more troops to accomplish that task. Start by ordering Shakara’s military to attack Domain 3.

To add to the madness, the Atmosvern will appear and fly directly toward Domain 1, attacking the town as soon as it reaches it. Shoot the wyvern a few times to scare it away, then help your allies take over Domain 3. You’ll need to hurry: the Atmosvern will plant itself between Domain 2 and Domain 4, activing as a barricade to prevent your troops from reaching Domain 4 while letting enemy troops have full reign over Domain 2.

As soon as your troops reach Domain 3, the Atmosvern will fly over and begin defending the town. The wyvern will make a stand this time, so the only option is to defeat it to allow your troops to reach Domain 3.

With the Atmosvern out of the way, your allies from Domain 2 will have no problem capturing Domain 4 on their own. Once both Domains 3 and 4 are captured, head to Rilochy and wait for the energy wall to drop.





5 Infiltrate Rilochy

Once the energy wall drops, it’ll be time to invade Rilochy.

5.1 Town of Rilochy

There are several Dracoknights in Rilochy, so switching your active leader to someone other than Trey is a good idea. Capturing Rilochy will end the Mission, so you don’t have to worry about swapping Trey back to your active leader once Rilochy is in your possession.

Head toward the northeast passage to reach area 2.

5.2 Main Street

You’ll be met with a lot of resistance in the form of a variety of flying enemies in this area; you’ll also have to deal with Cryonades and an Ironfist Giant, which is a beefed-up version of the Snow Giant and Snowsquatch.

Clear the room of enemies, then move through the southeast passage to reach the final area in Rilochy.

5.3 Town Square

Level 34 Diepvern
Arcane Deck
Wild Card
Blizzard BOM
Wall
ACE Level 33
HP 586
MP 381
TREY
DEUCE
98

Defeat six Wingverns and a Diepvern and Rilochy will be yours. You’ll need to take out the first two Wingverns before you can reach the Diepvern, as the Diepvern is in the lower part of the area, hiding behind an energy wall.

Once Rilochy is yours, you’ll be transported to Mahamayuri, the royal capital of Concordia.

6 Storm Mahamayuri

Level 34 Flyvern
Level 34 Flyvern

This is the final stretch of Mission 10. Reach Mahamayuri and the battle will be yours. The road to the royal capital is one long, narrow road guarded by three Flyverns. Don’t get hung up on the Flyverns: hop on a chocobo, ride right past the Flyverns to the capital’s doorstep, and the Mission will be complete.

Mission Complete

After you reach Mahamayuri you’ll be ushered back to Akademeia to start your second Free Time session.

Events, Tasks, and Expert Trials (Second Break–6 Days)

Moogle Classes	
DFMG-202: Intermediate Defense Magic II	Defense Magic +2
FRMG-201: Intermediate Fire Magic I	Fire Magic +2
ICMG-201: Intermediate Ice Magic I	Ice Magic +2
LTMG-201: Intermediate Lightning Magic I	Lightning Magic +2

Events

Location	Who	Reward	Note
Airship Landing	Hiruhata	Mega-Ether	—
Hallway	Quon	Cutscene, Magic Power +5	You will only be able to complete this Event if you have completed all of his Tasks and Events up to this point.
Classroom Zero	Tonberry	Ether	—
Classroom Zero	Deuce	Cutscene, X-Potion	—
Back Garden	Ace	Mega-Potion	—
Cemetery	Gate	Cutscene, Megalixir	—
Armory/Kazusa’s Lab	Kazusa	Cutscene, Random Item	There must be 6 or less hours left in the day in order to talk to Kazusa. Refer to the “Side Quests” Section of this guide for details.
Armory	Class Eleventh Moogle	Mega-Ether	—
Ready Room	Carla	222,000 Gil	The amount of Gil Carla gives you is dependent on how much you’ve given her up to this point.
Ready Room	Carla	Cutscene, Sublimation Ring	This Event only appears after doing all of Carla’s Tasks and Events up to this point.
Lounge	Seven	Mega-Potion	—
Terrace/Sorcery	Emina/Sorcery Researcher	Cutscene, Random Item	There must be 6 or less hours left in the day in order to do Emina Events. Refer to the “Side Quests” Section of this guide for details.

Tasks

Location	Who	Task	Reward	Note
Main Gate	Logistics Officer	Give five Megalixirs to the Logistics Officer.	Stalwart Ring	—
Crystarium	Class Ninth Cadet	Take ten prisoners by defeating enemy COs in the forests of the East Nesher Region.	Ballistic Shield	Before you can undertake this Task, you must first complete the “Colonel Faith’s Last Stand” Expert Trial.
Crystarium	Provost	Get information about the pre-RG era.	Gold Anklet	Found in the Silent Key, which is in the Veill Desolands.
Central Command	Chancellor Chival VI	Reach the SP Rank of Commander (50,000+ SPP).	Able to wear Formal Attire.	Second or third playthrough
Central Command	Commandant	Defeat six Sand Worms.	Diamond Bangle	—
Armory	Armory Guildmaster	Retrieve one Darksoul Swarm for the Armory Guildmaster.	Soul of Thamasa	—
Sorcery	Sorcery Researcher	Obtain one Ivory Phantoma for the Sorcery Researcher.	Crystal Shard	—
Lounge	Cadetmaster	Give 2000 SPP to the Cadetmaster.	Crystal Ball	—

Outside of Akademeia

Location	Who	Task	Reward	Note
Shakara	Ametsuchi	Defeat ten Bombs in the Rilochy Province.	Blaze Armlet	—
Rilochy	Akari	Defeat ten Flame Flans in the Rilochy Province.	Mythril Gloves	They are more common on the plains of Rilochy.
Amiter	Otokusa	Defeat ninety-nine Lesser Lopros in the Dragon Sanctuary.	Grand Bangle	Second playthrough
Cetme	Yatsude	Defeat twenty Imperial Troopers in Cetme.	Quake Killer	You can complete this in Akademeia’s Arena.

For More Information

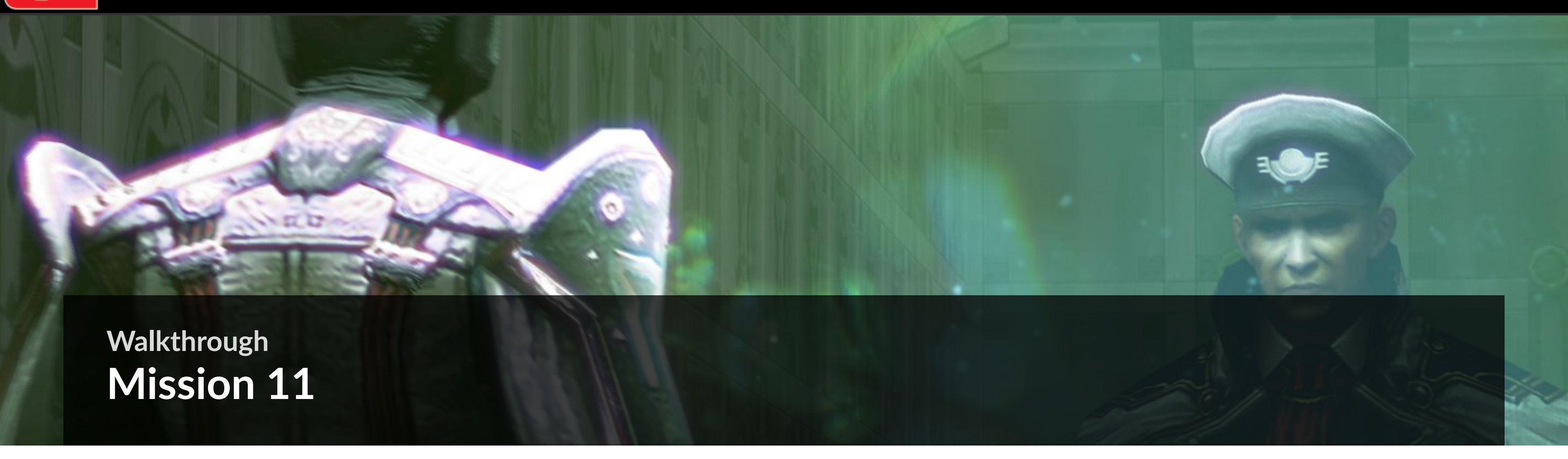
If you want more information about the Tasks, Expert Trials, and Events in Final Fantasy Type-0 HD, refer to the “Side Quests” section of this guide.

Mission Preparation

This will be your last full Free Time session, so make sure to do everything you want to do. Once you begin the next Mission, the game will continually move toward the end of the story and you won’t be able to leave Akademeia any longer. The next Mission only consists of a single boss battle.

When you’ve used up your Free Time, speak with the Commandant in Central Command, then head to Classroom Zero and speak with Moglin to get the details of the next Mission. Head to the Airship Landing and speak with the Dominion Tribune to be escorted to the Mission zone. Machina won’t be selectable for this Mission, as he has left the party once again.

Bring your best ranged character to this fight, but make sure it’s not Trey. The boss is too fast for Trey’s slow-but-precise attack style. Cater with her Elementillery ability equipped and upgraded with ice and lightning shots is absolutely wonderful during this fight. Just make sure not to put the Magicite Pistol on her, or hold off on firing during the “Combat Trial: Refrain from using magic for five minutes” SO.



Capturing the Imperial Capital

Mission Level: 36

S-Rank Requirements		
Time	Phantoma	Casualties
1:00	0	0

Special Order

Land a Lightning-type attack in under fifteen seconds using your active leader. [It doesn't need to be a magical attack, just elemental.]

Time Limit: 0:15

Effect: Freecast 0:15

Reward: Thunderbolt Armlet

Special Order

Land an Ice-type attack in under fifteen seconds using your active leader. [It doesn't need to be a magical attack, just elemental.]

Time Limit: 0:15

Effect: Freecast 0:15

Reward: Arctic Armlet

Special Order

Combat Trial: Refrain from using magic for five minutes. [Cater's Magicite Pistol counts as using magic, so don't fire it if you have it equipped.]

Time Limit: 5:00

Effect: Aura 0:30

Reward: [Nine's Weapon] Wildfire Spear

Special Order

Land thirty attacks in under five minutes using your active leader.

Time Limit: 5:00

Effect: Endure 0:30

Reward: Ribbon

Special Order

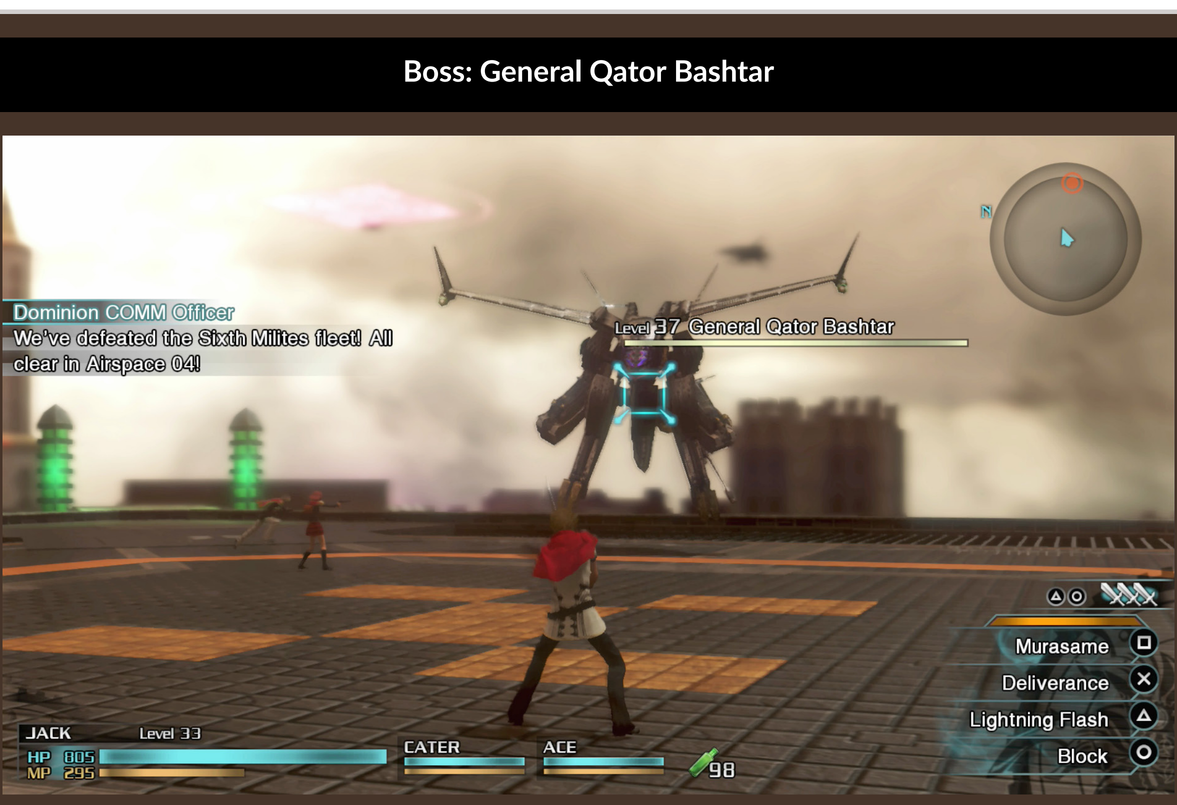
Land a Fire-type attack in under fifteen seconds using your active leader. [It doesn't need to be a magical attack, just elemental.]

Time Limit: 0:15

Effect: Freecast 0:15

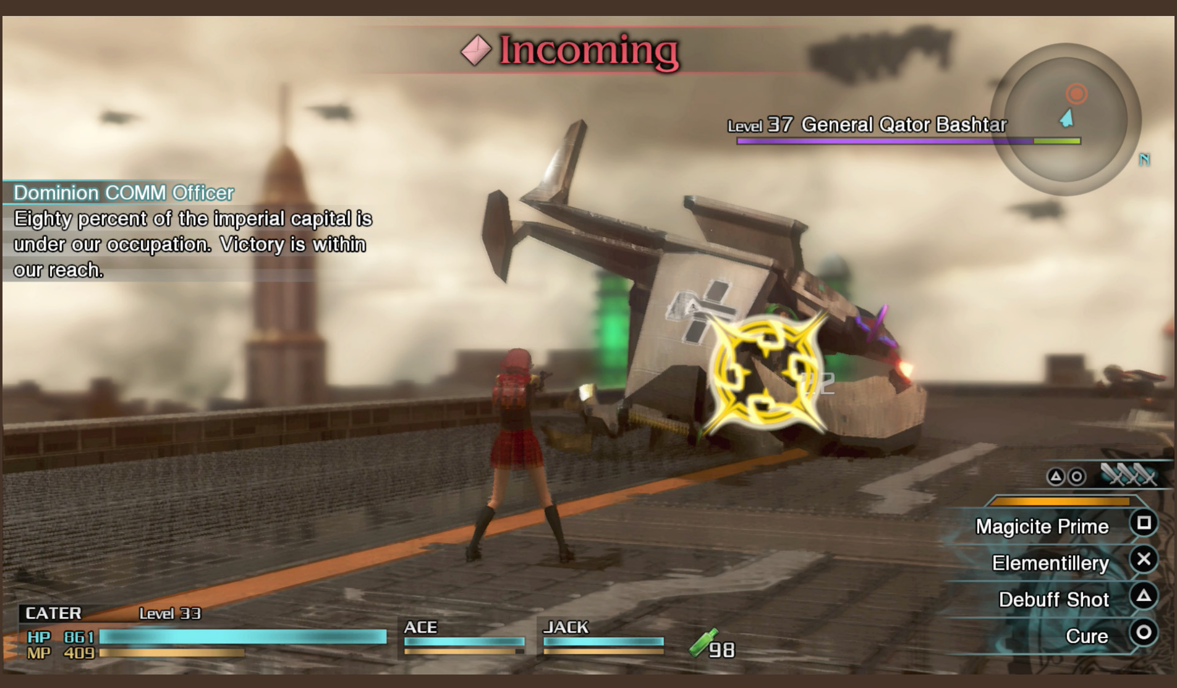
Reward: Blaze Armlet

Boss: General Qator Bashtar



Dominion COMM Officer
We've defeated the Sixth Milites fleet! All clear in Airspace 04!

One of the first bosses you fought in this game, General Bashtar, is out to settle the score. Not much has changed from the last time you fought him. He's still incredibly fast and you'll need to wait for a Breaksight strike opportunity to really damage him, but he is definitely stronger than when you last met him.



Dominion COMM Officer
Eighty percent of the imperial capital is under our occupation. Victory is within our reach.

Bashtar is all bluster: he may move fast and look menacing, but his moves are still as simple as they were last time. He'll dash around the room faster than you can keep up with, but any time he pauses, it means an attack is on its way. You can avoid pretty much every attack by dodging to the left or right whenever you see Bashtar pause.

Bashtar's Breaksight will pop up frequently, but only for a moment. The most consistent way to hit it is to never stop unloading on him. A bullet will hit his Breaksight sooner rather than later, which will send him crumpling to the ground. When he has fallen to the ground, several Breaksight strike opportunities will pop up until he gets on his feet again.

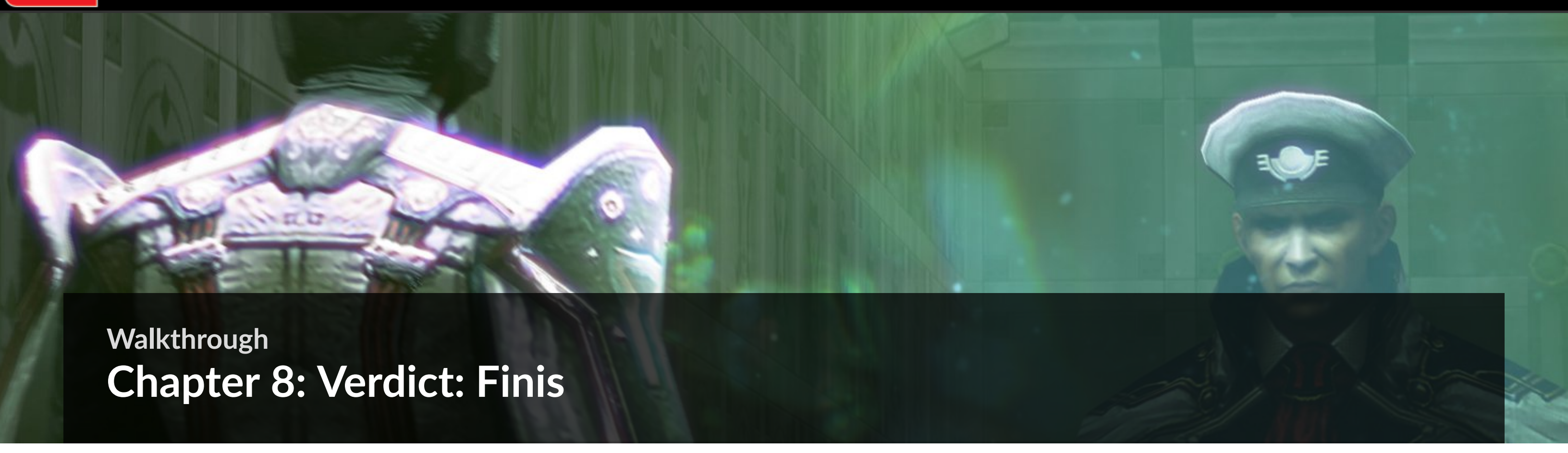
It only takes two or three Breaksight strikes that result in him falling to the ground to defeat Bashtar.

Mission Accomplished

N
Chocobo ♂
CATER Level 33
HP 861
MP 409

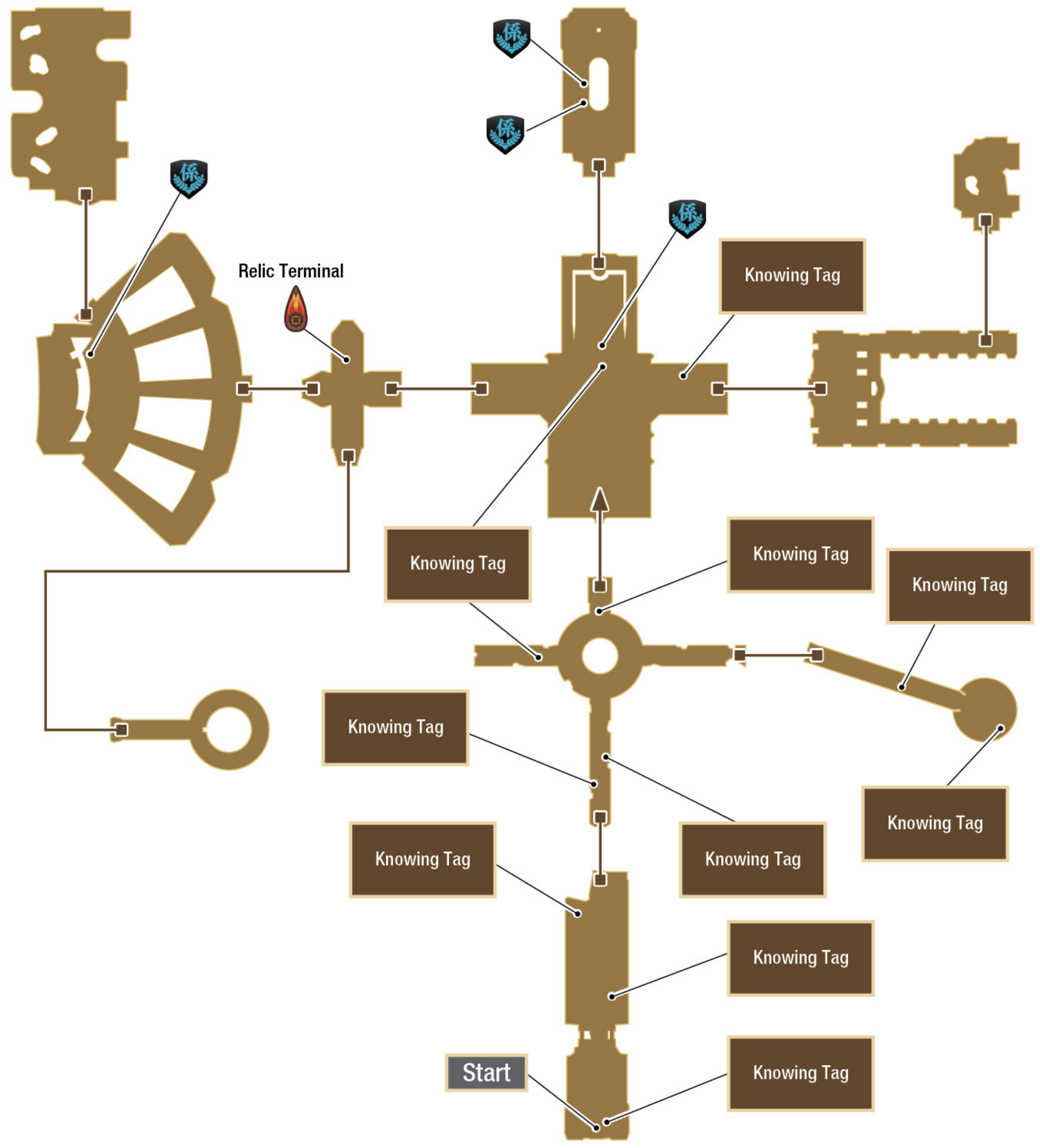
Completing this Mission will net you the Fire BOM-II spell.

You'll need to head back to Akademeia on foot; the "Return to Akademeia" option isn't available at this time. There isn't anything that will prevent you from reaching the academy, so hop on a chocobo and head home. The yellow waypoint on your minimap will guide you there.



Walkthrough

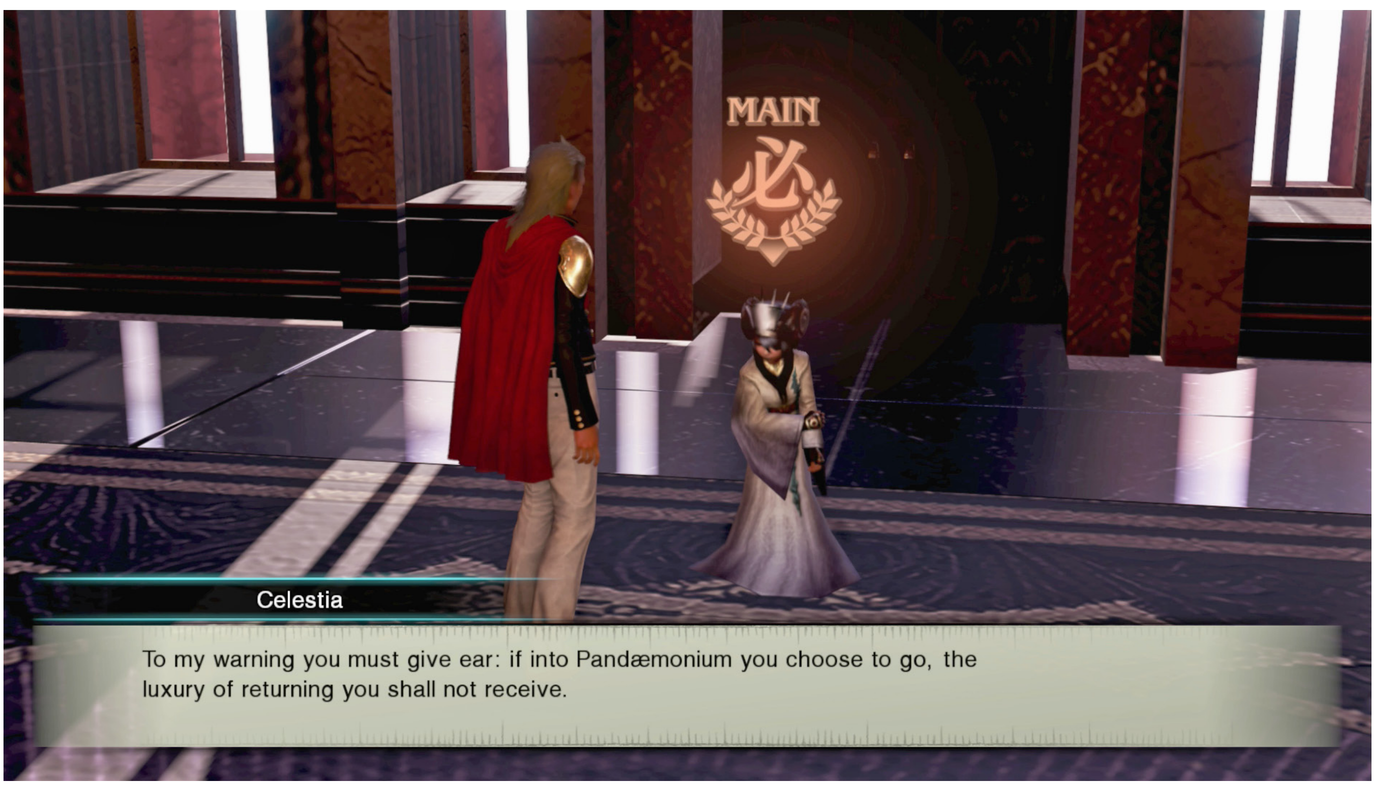
Chapter 8: Verdict: Finis



Upon re-entering Akademeia, it becomes immediately apparent that things are not right. From the Main Gate, head to the Fountain Courtyard. Roaming around the courtyard is a Rursan Reaver. If you manage to kill it without being killed yourself, the Rursan Reaver will just resurrect and try to kill you again. Avoid it for now and move on.

Before you head through the north doors to reach the Entrance, you can head to the Airship Landing to find a couple more Knowing Tags. Once you go through the doors to the Entrance, you won't be able to leave again, so grab the Knowing Tags now or lose them until you reach this point again on your second playthrough.

Once you reach the Entrance, a cutscene will play. After it completes, enter Classroom Zero and head toward the front of the classroom. After a couple more cutscenes play, head to Central Command and talk to Naghi in the back of the room. Head back out to the Entrance and speak with the Dominion Tribune in the center of the room, then re-enter Central Command and speak with Naghi again.



Celestia

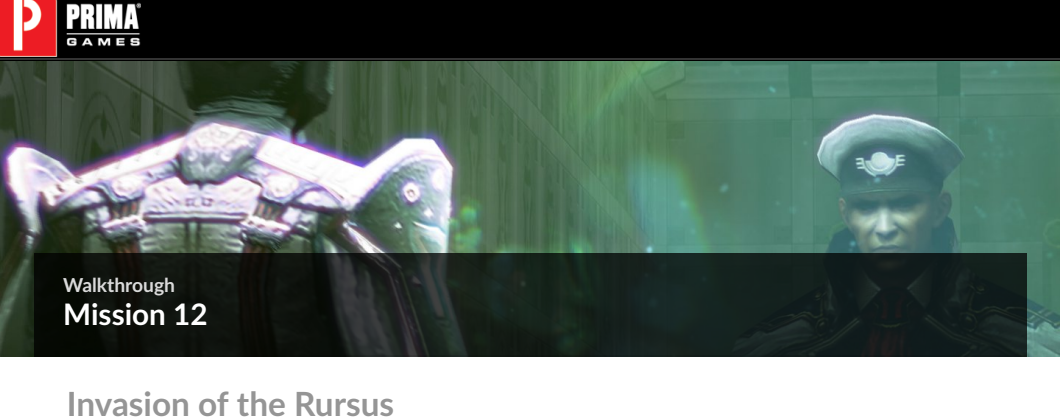
To my warning you must give ear: if into Pandæmonium you choose to go, the luxury of returning you shall not receive.

There's a lot going on in Akademeia that needs to be sorted out before Class Zero can move on to their final Mission. After speaking with Naghi, head back to Classroom Zero and speak with Queen at the front of the room. You'll be transferred to the Altocrystarium during the conversation with Queen. Once the cutscene is over, take this last opportunity to use the Altocrystarium to power up your spells; once you leave Akademeia you won't be coming back.

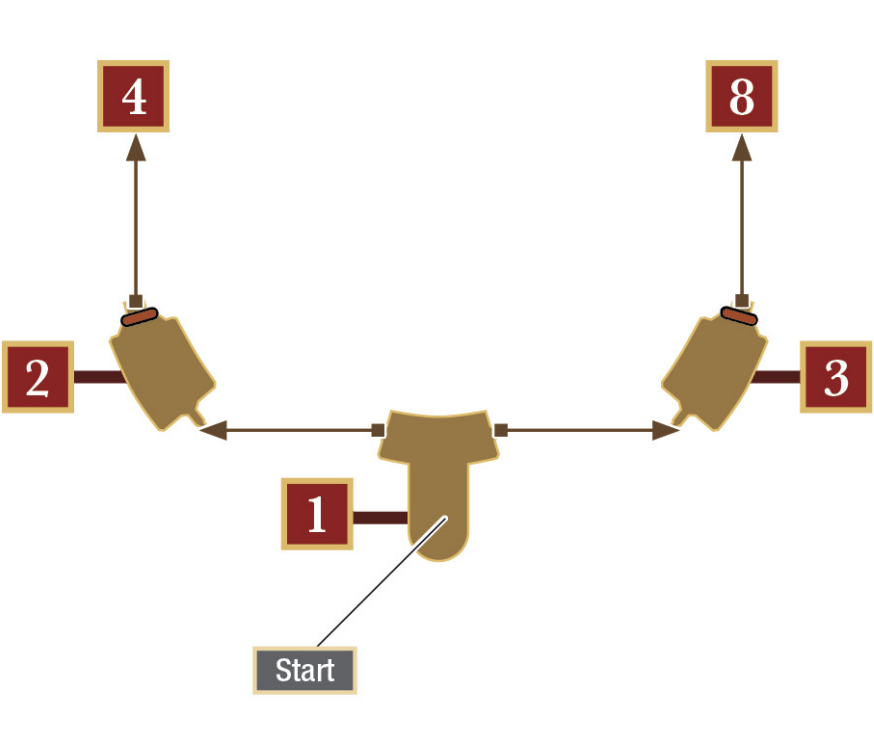
Head back to the Entrance and approach Celestia, the Concordian l'Cie who is standing in front of the doors leading back out to the Fountain Courtyard. Once the cutscene concludes, if you talk to her again she will take Class Zero to their final Mission. You won't be able to use Eidolons or the Vermilion Bird Squad Command while you're on this last Mission. Refrain from speaking with her until you're fully prepared; once you leave Akademeia there's no turning back.

Head into Central Command, the Crystarium, and Classroom Zero, talk to everyone with the green exclamation points, and then prepare your team for battle. You're going to want to make sure that most, if not all, of your party members have access to elemental attacks or magic, and a second ability without an element. You'll need both for certain parts of the final Mission.

Once you've finished your preparations, talk to Celestia again and tell her to take you to Pandæmonium.


Walkthrough
Mission 12

Invasion of the Rursus



1 Shrine of Coronation (Safe Zone)

In place of SOs, the party will receive "Cid's Crucible" orders in this Mission. These orders have unique conditions and traits as outlined below and must be met in order to proceed. However, the party is revived when all party members have been KO'd while in Pandæmonium, so you will not get a game over.

From here you will need to create two parties of three members and go through the cloisters on the left and right while switching between the two parties. Select three members for each party. The remaining six characters are shared reserves for both parties.

You'll be switching between both parties as you progress through Pandæmonium. You'll have to choose between two rooms at the start of this Mission; one on the right and one on the left. We'll be going through the left door to start with.

While you're picking your parties, make sure the second team has at least one ranged character in it. You should have a ranged character in both of your parties. Not having a ranged character in party two is going to cause you a lot of problems in the near future. Once your teams have been selected, head through the left door to area 2.

Cid's Crucible Traits

These orders cannot be declined. (Details are automatically viewed and the Crucible is automatically accepted after a set period of time, even if the player does not hit the confirm button.)

Failure causes an auto KO of your active leader. The area is reset with the character starting back from the entrance of the area (the character will be revived after the player is returned to the entrance if Reraise is active on the character).

2 Hall of Transgression (Party 1)

You'll have to face off with a Rursan Reaver during the duration of this Mission. It isn't particularly hard to avoid, but it can mark you with a Killsight and KO you, regardless of your health and level. In order to defeat it, you need to deplete its health and then harvest its Phantoma. If you fail to do that within a minute or so, the Reaver will rise back to its feet and attack you once again.

Cid's Crucible

Face Cid's Crucible: Eliminate all enemies.

Time Limit: 10:00

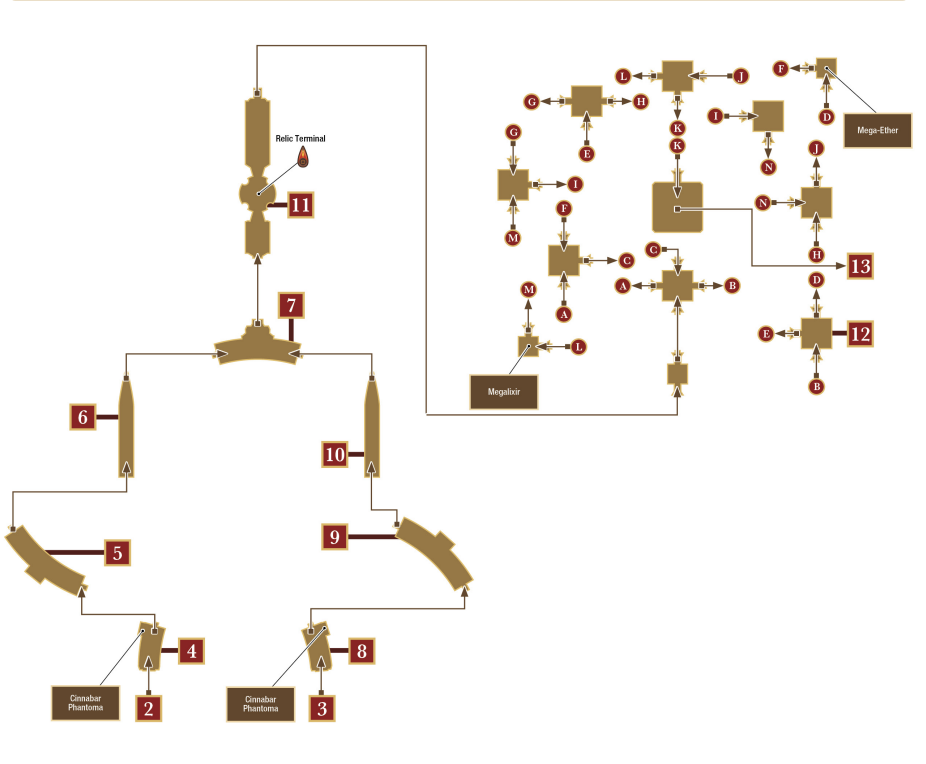
3 Hall of Transgression Revisited (Party 2)

Once you're switched over to Party 2's position, head through the right door to reach area 3.

Cid's Crucible

Face Cid's Crucible: Endure the onslaught until time runs out.

Time Limit: 2:13



4 Cloister of Adumbration (Safe Zone–Party 1)

5 Cloister of Revelation (Party 1)

Cid's Crucible

Face Cid's Crucible: Pass through the portal twice in succession without getting hurt.

Time Limit: 10:00

You will be teleported back to the start of the crucible unless you can get through the portal twice in a row without taking damage. Keep dodging and head straight for the portal. Using characters like Ace who have quick evasion maneuvers will make completing this crucible easier. Using Eight's "Phantom Rush" and then running through is another way to easily complete this crucible. Additionally, not only will you see Cubes, but also Hundlegs when entering the room on an even count (2nd, 4th, 6th entry, etc.).

6 Chamber of Fate (Safe Zone–Party 1)

7 Cloister of Inspiration (Safe Zone–Party 1)

8 Cloister of Adumbration Revisited (Safe Zone–Party 2)

9 Cloister of Revelation Revisited (Party 2)

You can proceed once the Rursan Reaver has been defeated, but the five Candles of Expiation must be lit to deal damage to the Rursan Reaver. First Lock-On to the Candles of Expiation and attack them until they are lit. Repeat until all are lit. The flames will go out after some time and if they go out, you will have to re-light the candles. Attempting to go to the next chamber without defeating the Rursan Reaver will teleport you back to the beginning of this area and cause Mandragoras and ground Cubes to spawn, so be careful.

Cid's Crucible

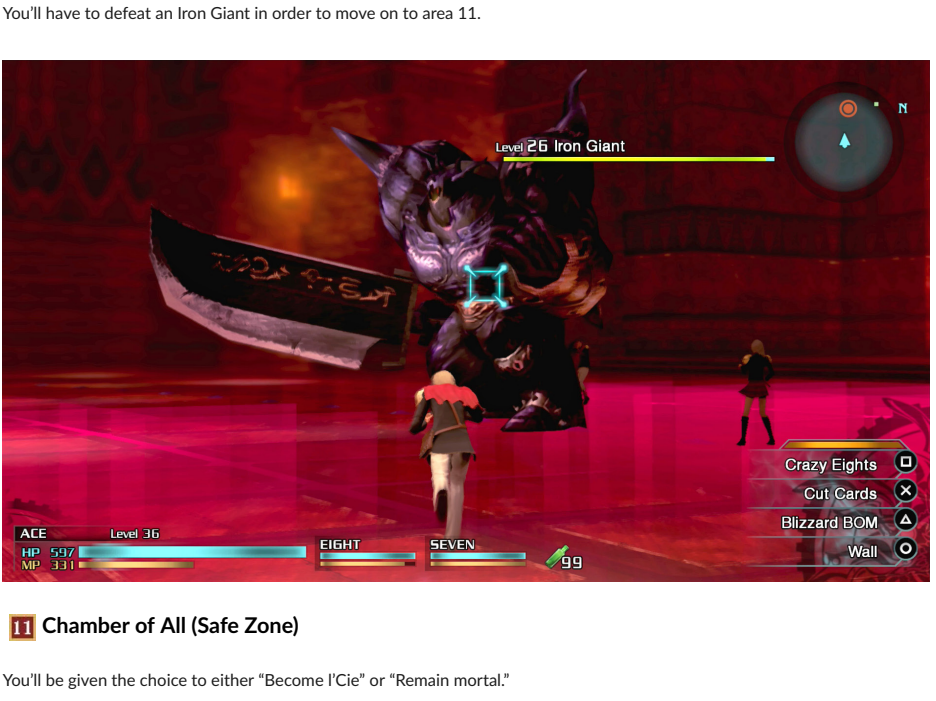
Face Cid's Crucible: Eliminate all enemies and proceed to the next chamber.

Time Limit: 10:00

10 Chamber of Fate Revisited (Safe Zone–Party 2)

7 Cloister of Inspiration Revisited (Party 2)

You'll have to defeat an Iron Giant in order to move on to area 11.



11 Chamber of All (Safe Zone)

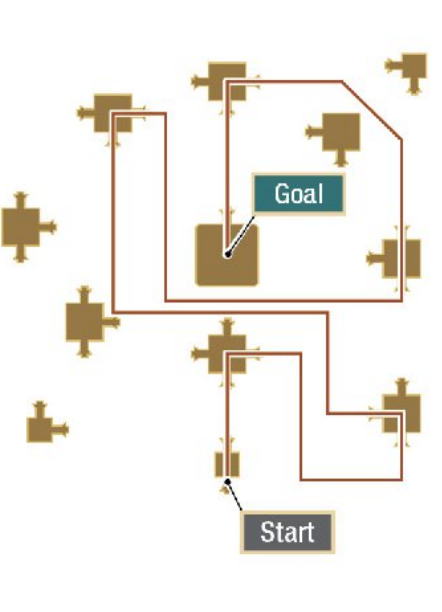
You'll be given the choice to either "Become l'Cie" or "Remain mortal."

If you select "Become l'Cie" you'll be ushered to a new chapter of the game called "The Chapter of Darkness," which leads you toward an alternate ending. This is not the "good" ending of the game, so if you want to see things through to the end, you'll need to select "Remain mortal".

After selecting to "Remain mortal", you will find a Relic Terminal in the center of the room that you can use to change your party.

Chapter of Darkness
The Place of Final Judgment

12 Cloister of Premonition

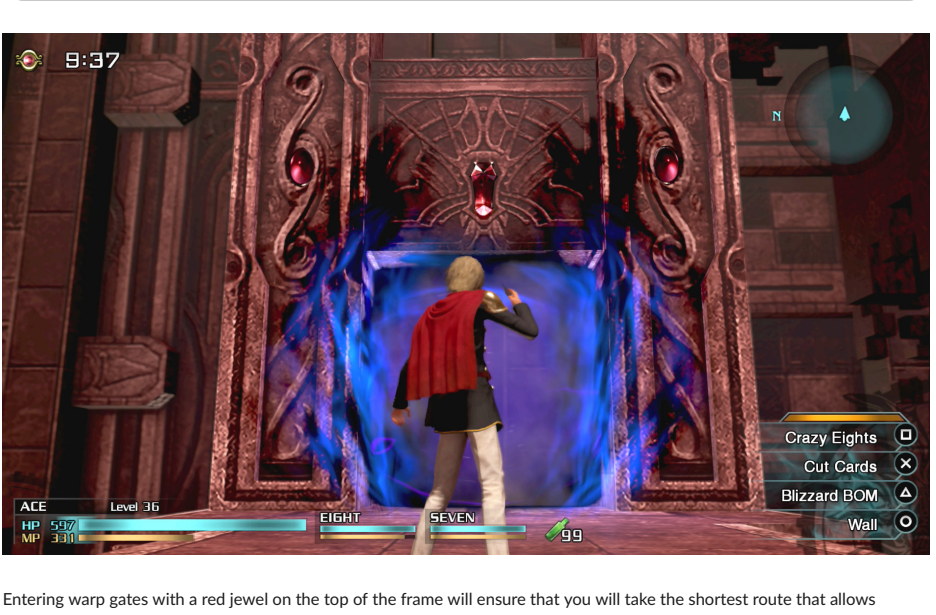


Defeat enemies and harvest seven Phantoma as you go through the various warp gates to reach the upper platform. The route on the map to the right details the shortest path that also allows you to harvest seven Phantoma. Or, if you would like to obtain the treasures before moving on, use the route described below.

Getting the Goods

You can follow the route on the map to the right to get to the exit as quickly as possible, but you'll miss out on the Megalixir and Mega-Ether that are in this area. To grab the items and still reach the exit to the room follow the route below.

B -> D -> Obtain Mega-Ether from chest -> F -> C -> B -> E -> H -> J -> L -> Obtain Megalixir from chest -> M -> I -> N -> J -> K



Entering warp gates with a red jewel on the top of the frame will ensure that you will take the shortest route that allows harvesting seven Phantoma.

Cid's Crucible

Face Cid's Crucible: Harvest seven Phantoma on your way to the upper level.

Time Limit: 10:00

13 Cloister of Adumbration Revisited (Safe Zone)

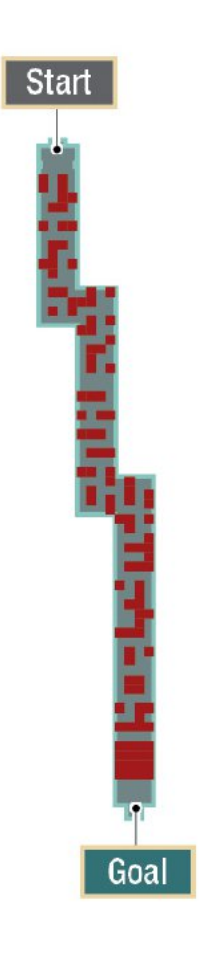
Two parties must be created to explore two paths, just as you did when you first arrived at Pandæmonium. Taking the eastern path (left path from the view of the characters) will have limitations on the types of attacks allowed, so it's advised to use a party that can utilize a balanced array of attacks (abilities and magic). We'll be heading through the west passage on the right first, so pick your parties accordingly. Also, any KO'd characters are revived and everyone's HP and MP are completely restored right before you create the two parties.

14 Cloister of Exhibition (Party 1)

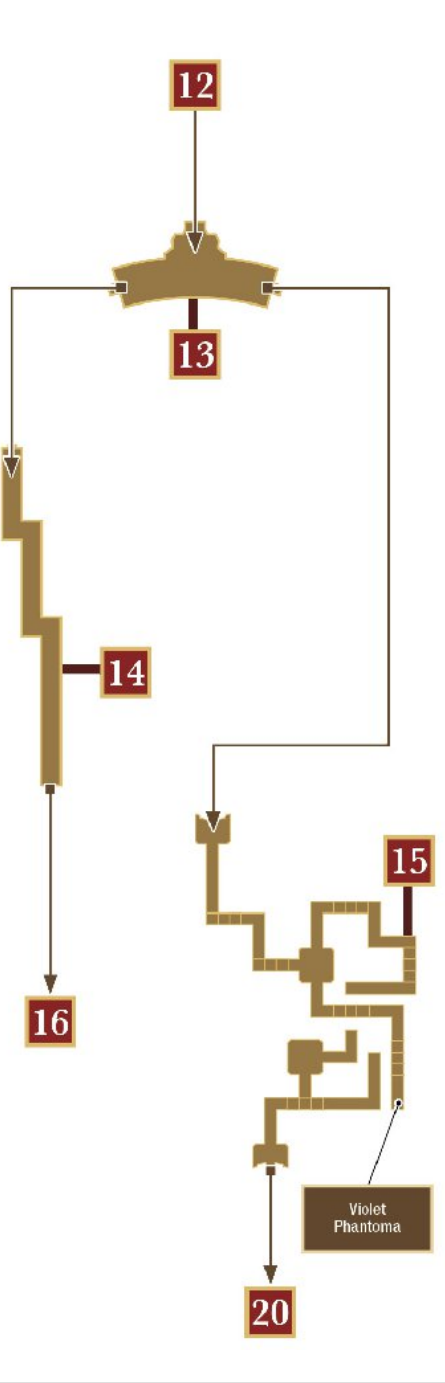
Cid's Crucible

Face Cid's Crucible: Eliminate all enemies and proceed to the next chamber.

Time Limit: 6:00



You will encounter three enemy parties in the order in the tip box below. Try to inflict damage using Breaksights and Killsights as much as possible to quickly take care of your foes. Enemies other than the Rursan Reaver will become transparent right after spawning, but the strategy against these enemies remains the same.



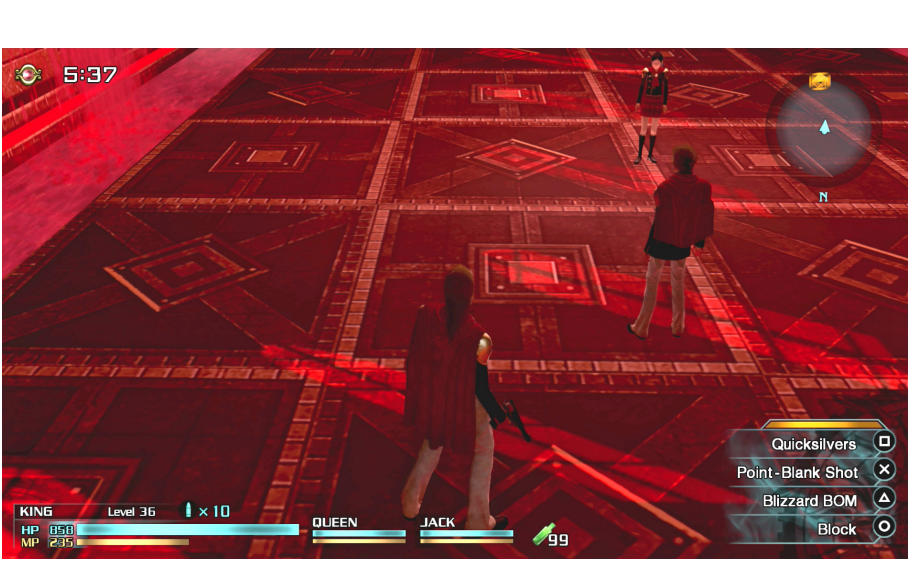
Enemy Parties

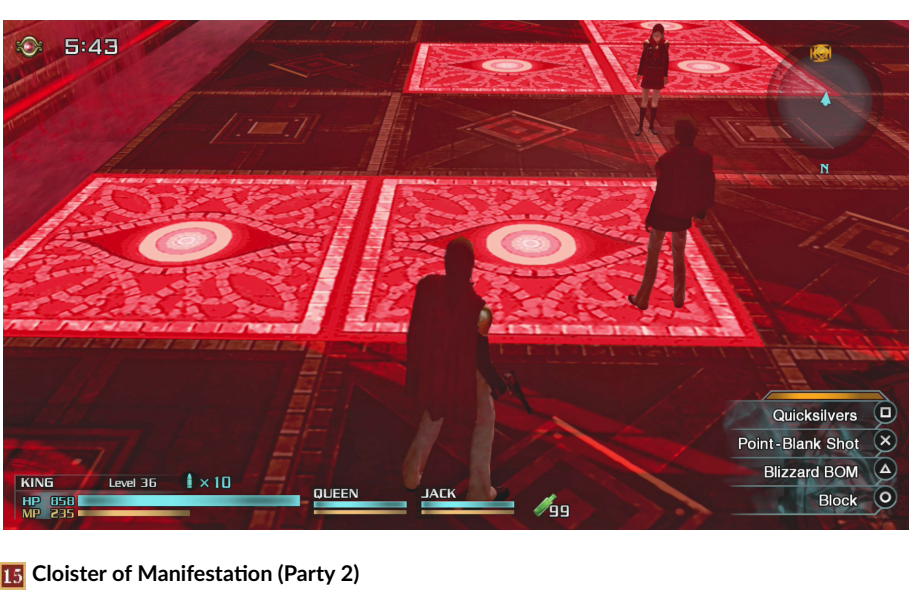
1) Two Ice Flans. Defeat the two Ice Flans

2) Two Zabaiones and a Rursan Reaver. Defeat the two Zabaiones and Rursan Reaver

3) Two Zabaiones and a Rursan Reaver. Defeat the two Zabaiones and Rursan Reaver

There are panels of the floor in this area that will turn red and then go back to normal on a seven-second interval (see the diagram for details). Characters receive more than 200 HP worth of damage if they step on a panel that is red. It will be difficult to avoid stepping on a red panel while simultaneously avoiding enemy attacks, so try equipping potions to heal a character that steps on a panel frequently.





15 Cloister of Manifestation (Party 2)

Guide party 2 through the east passage to reach area 15. All you need to do in area 15 is eliminate all the enemies without using physical attacks (those that use weapons or a character's body), but you'll need plenty of MP in order to eliminate all the enemies using magic. Once you run low on MP, distance yourself from any remaining enemies until it's safe to use Ethers or other MP-replenishing items, then continue your assault. Abilities in the list below are executed using the Normal Attack button, and are not considered "physical attacks." Though a steady hand is required when using these abilities, they may come in handy when going through this area.

Cid's Crucible

Face Cid's Crucible: Eliminate your enemies without using physical attacks.

Time Limit: 10:00

Command Attacks Not Considered "Physical Attacks"

-Ace: Focus

-Deuce: Tone Cluster

-Cater: Explosive Shell

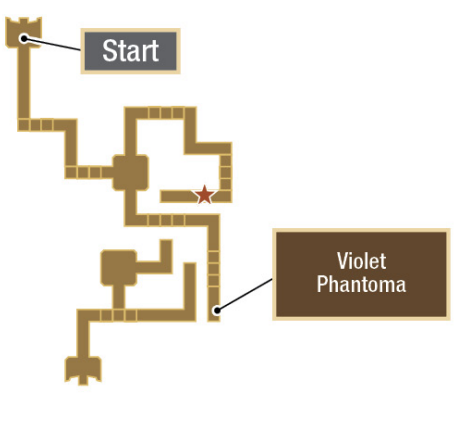
-Queen: Third strike of her normal attack

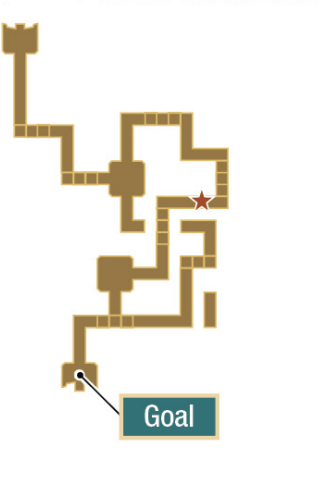
-Queen: The second strike and projectiles from "Riposte Slash"

-King: Multitask

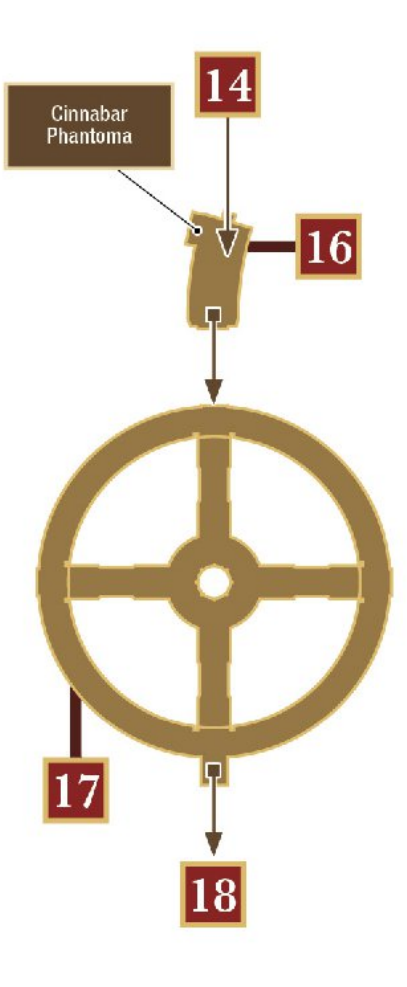
Another effective strategy is to use commands like Queen's "Magic Martyr" to replenish the party's MP while attacking with magic. If you don't have access to Queen or her ability, you can always stand back and let your squad members defeat the enemies in the room. They can break the rules and use physical attacks, even if you can't.

Some panels/tiles in the (15) Cloister of Manifestation move up and down, allowing you to reach other areas. The area starts out as shown in diagram [A], with a path leading to a chest, but when you reach the point indicated by the red star symbol, a path leading to the exit as shown in diagram [B] becomes available. However, the moving panels stop moving once the path leading the exit is available, so the Violet Phantoma in the chest will become unobtainable at that time.


A Layout Upon Entering Area


B Layout When Path to Exit is Connected

16 Cloister of Revelation Revisited (Safe Zone—Party 1)



17 Amphitheater (Party 1)

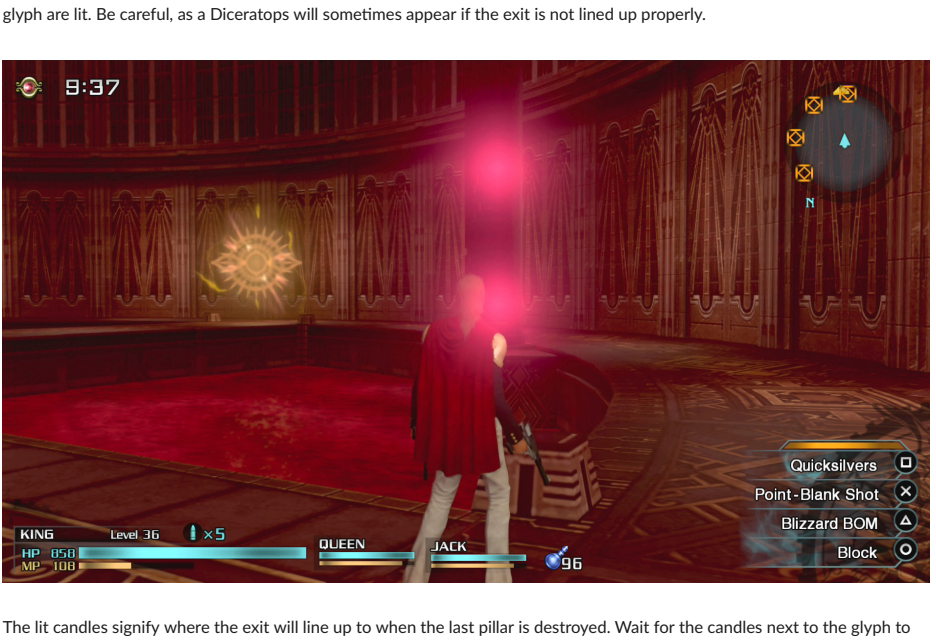
The exterior wall rotates in a counterclockwise manner, and the wall will eventually come to a stop once the four pillars have been destroyed. You will be able to proceed if the exit is lined up properly. (The exit should be to the south when viewed on the radar [minimap]).

Cid's Crucible

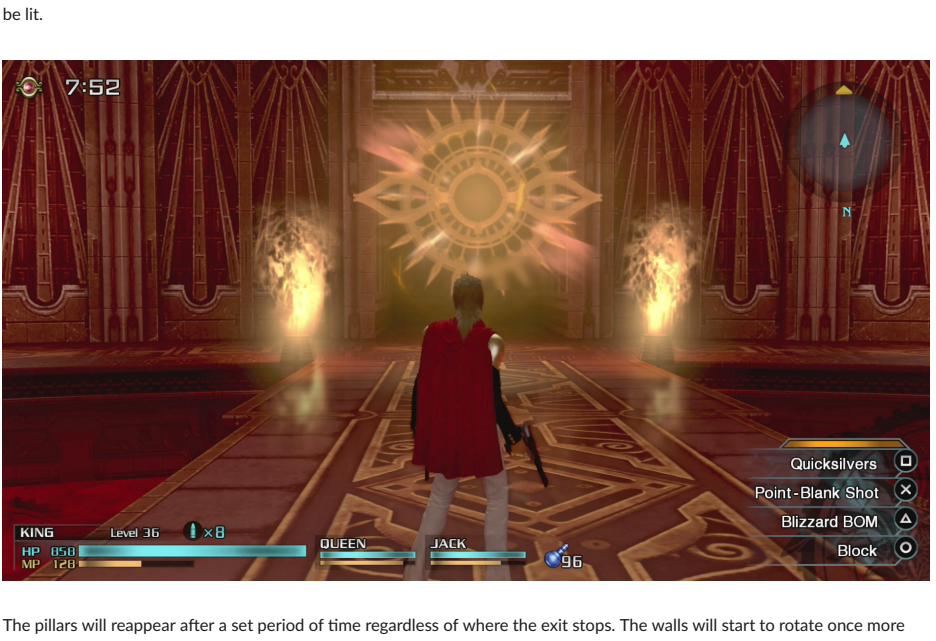
Face Cid's Crucible: Destroy the pillars to discern the flame's position.

Time Limit: 10:00

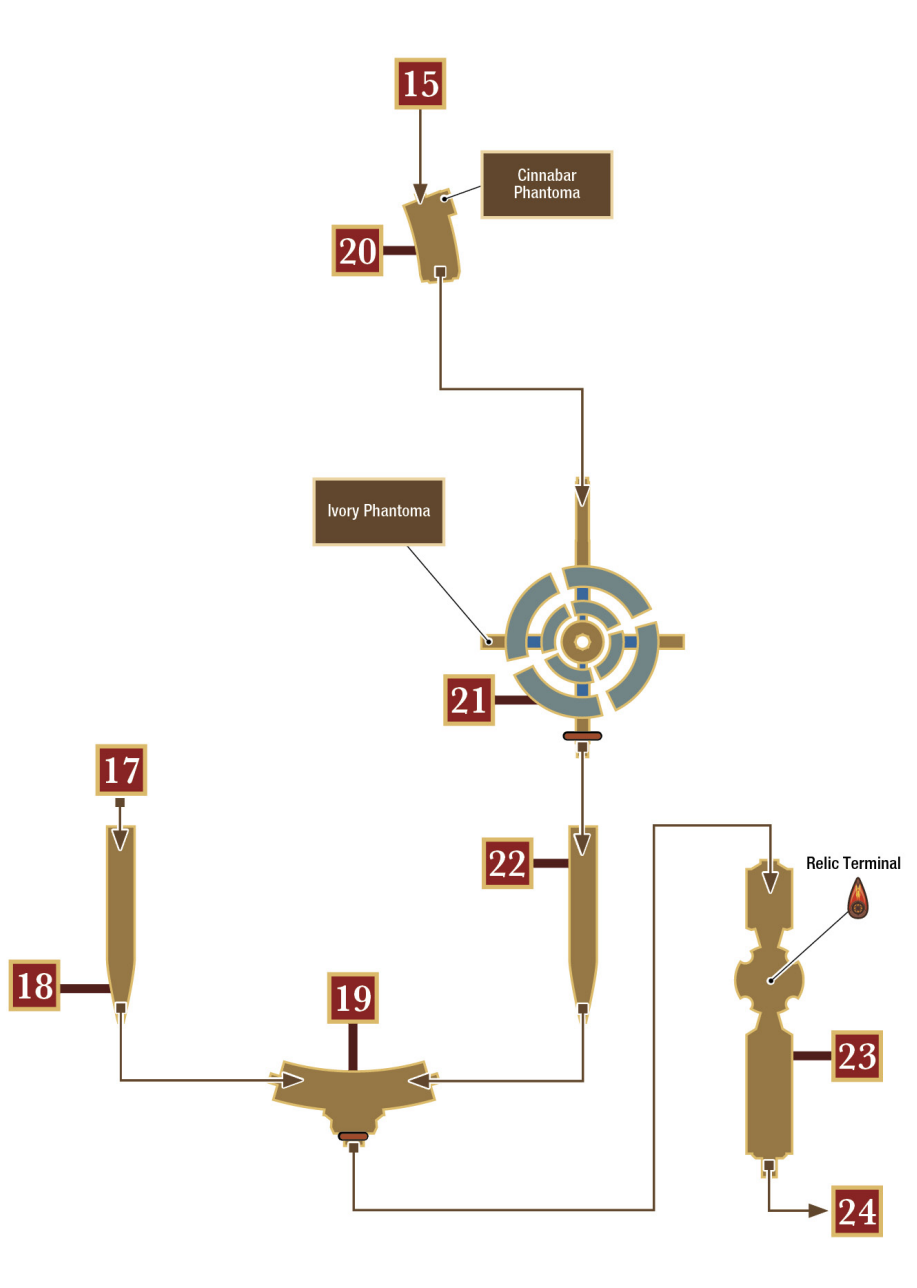
There are candles that will light when three of the four pillars have been destroyed, and the flames will rotate between the four paths. Look at the candles along the paths to figure out where the exit should be lined up. A glyph resides along the southern path of the area, and the exit will line up to the proper spot if you destroy the last pillar when the candles to the sides of the glyph are lit. Be careful, as a Diceratops will sometimes appear if the exit is not lined up properly.



The lit candles signify where the exit will line up to when the last pillar is destroyed. Wait for the candles next to the glyph to be lit.



The pillars will reappear after a set period of time regardless of where the exit stops. The walls will start to rotate once more after the pillars have reappeared.



18 Chamber of Fate Revisited (Safe Zone–Party 1)

19 Cloister of Inspiration Revisited (Safe Zone–Party 1)

20 Cloister of Revelation Revisited (Safe Zone–Party 2)

21 Amphitheater Revisited (Party 2)

Cid's Crucible

Face Cid's Crucible: Eliminate your enemies without using magic.

Time Limit: 10:00

As the active leader is prohibited from attacking with magic, you will need to eliminate your enemies using only normal attacks, Triad Maneuvers, or non-magic ability commands. There are four Thunder Bombs who constantly evade your attacks

and go transparent in this area, but you don't have to force yourself to fight them as they self-destruct after some time. However, you will receive significant damage if caught in the explosion, so be aware of your enemy's position using the radar (minimap). A Rursan Reaver is present upon entering this area, and defeating it will cause two more Rursan Reavers to appear. Defeating all the enemies will unlock your path forward.

Exiting Area 21

Rotating Platform Groups & Rotation ▨ : Counterclockwise Rotation 🟦 : Clockwise Rotation

The platforms in the Amphitheater (21) are broken up into four groups that rotate and stop after set intervals as shown in the diagram below. You cannot walk on a platform that is moving, so try moving bit by bit to proceed forward while a platform is stopped. Platforms will not move when the controlled character is standing on it.

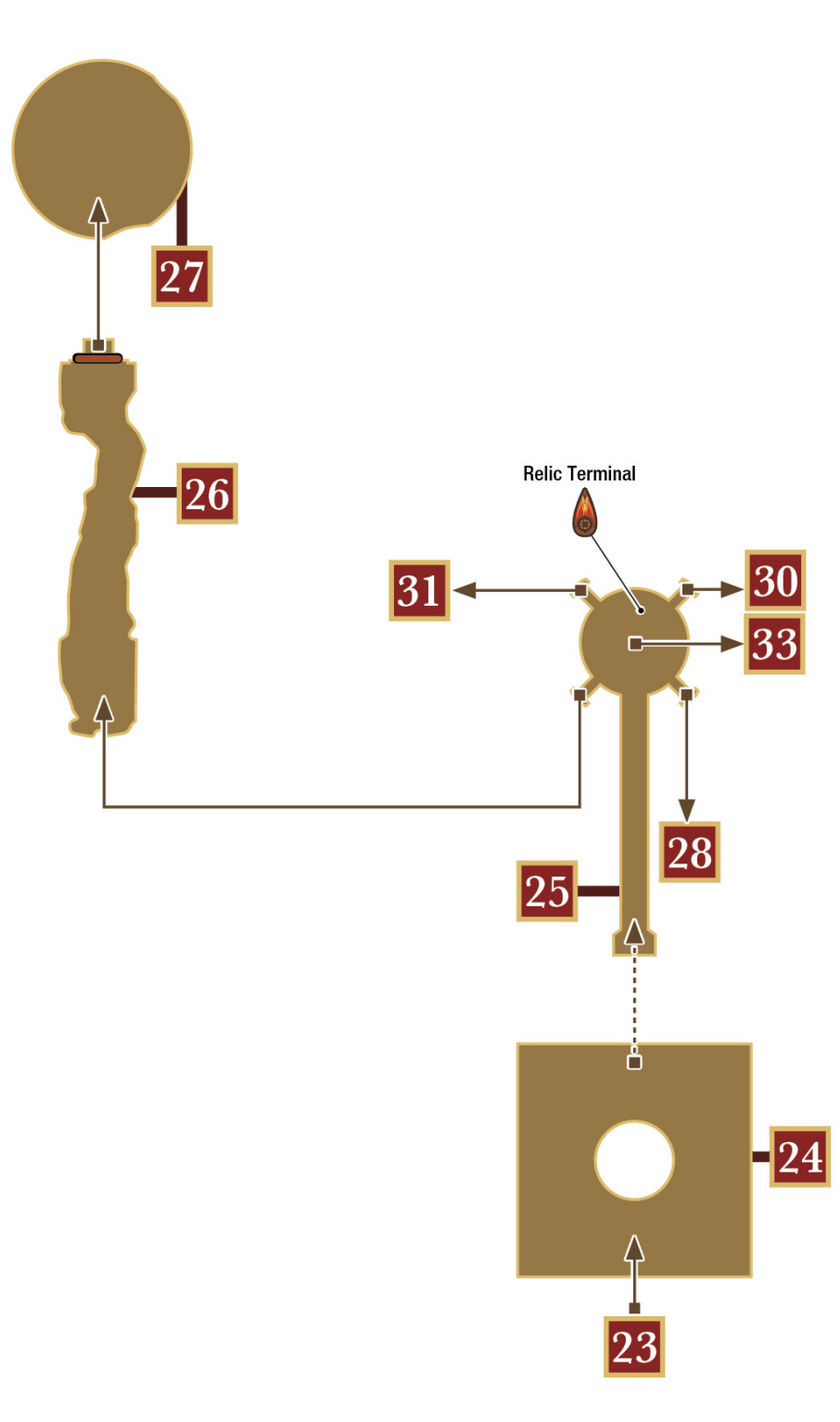
22 Chamber of Fate Revisited (Safe Zone—Party 2)

19 Cloister of Inspiration Revisited (Party 2)

You'll have to defeat a Behemoth before you can move on to the next area.

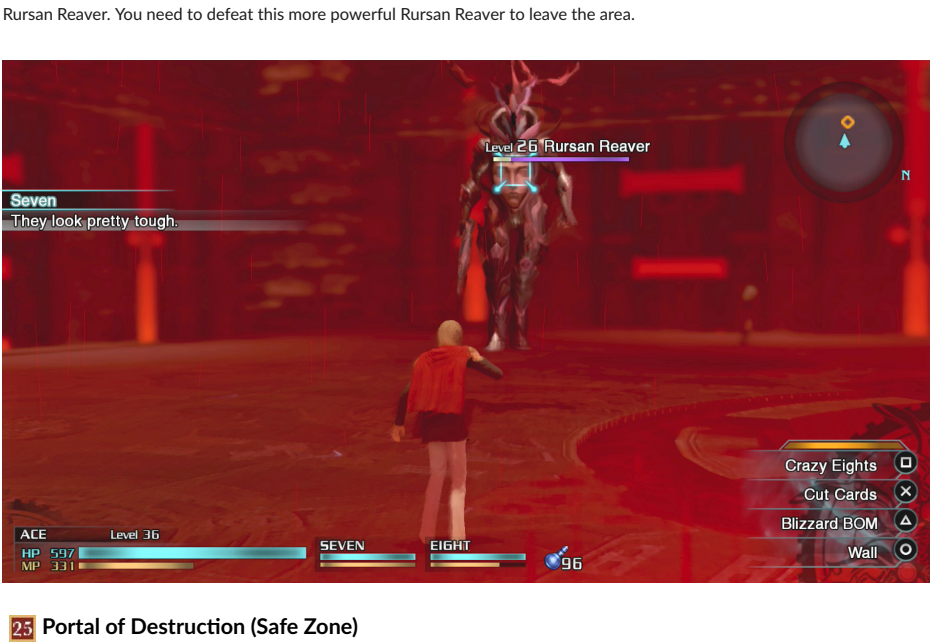
23 Chamber of Life (Safe Zone)

There is a Relic Terminal in the center of the room that you can use to change your party

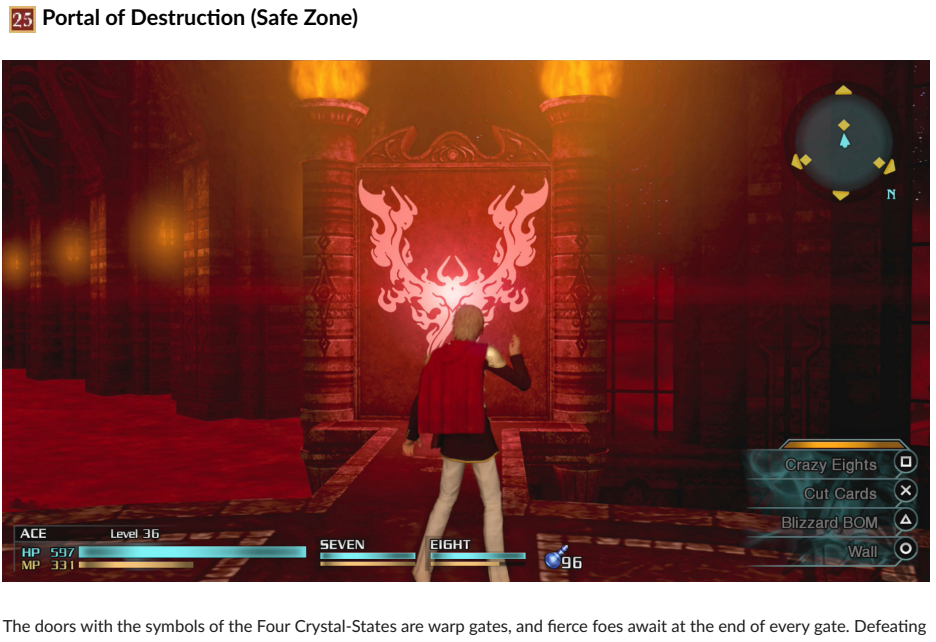


24 Cloister of Instruction

There is a Rursan Reaver in the center of this room. After defeating it, it will become a much faster, more powerful version of a Rursan Reaver. You need to defeat this more powerful Rursan Reaver to leave the area.



25 Portal of Destruction (Safe Zone)



The doors with the symbols of the Four Crystal-States are warp gates, and fierce foes await at the end of every gate. Defeating the enemy that appears at the end of each section will teleport you back to this area. Clearing all four gates will grant access to the Spiral of Rebirth (33). Once a gate has been entered, the flame above it will extinguish and you will no longer be able to go back into that warp gate.

You can use the Relic Terminal in the north end of the room to change your party. When you're ready, head through the red door on the southwest side of the circle.

26 Chapel of Destruction (Red)

You'll come across several cadets wandering the streets. All you need to do is defeat the two Rursan Reavers before all of the cadets have been annihilated. The enemies aren't particularly powerful around here, so the cadets won't be defeated easily. That means you can remain relatively calm in your fight. However, if the enemies' levels are extremely high on successive playthroughs, the cadets will be made short work of. You'll need to defeat the enemies quickly in such instances. It's best to dispose of the enemies as quickly as possible, such as by bringing a character with high magic stats and barraging the enemies with powerful magic attacks.

Cid's Crucible

Face Cid's Crucible: Deliver those pitiful souls.

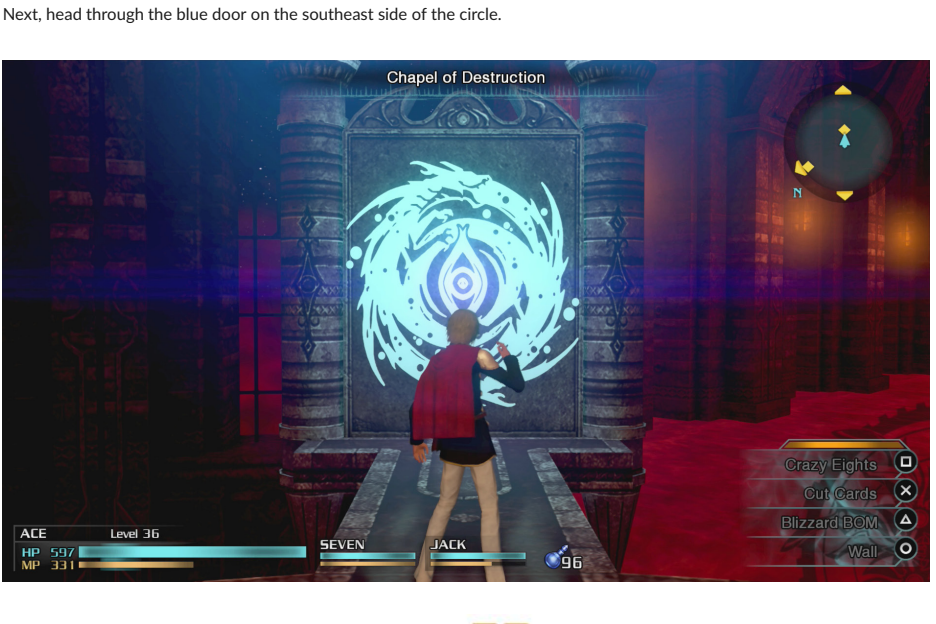
Time Limit: 15:00

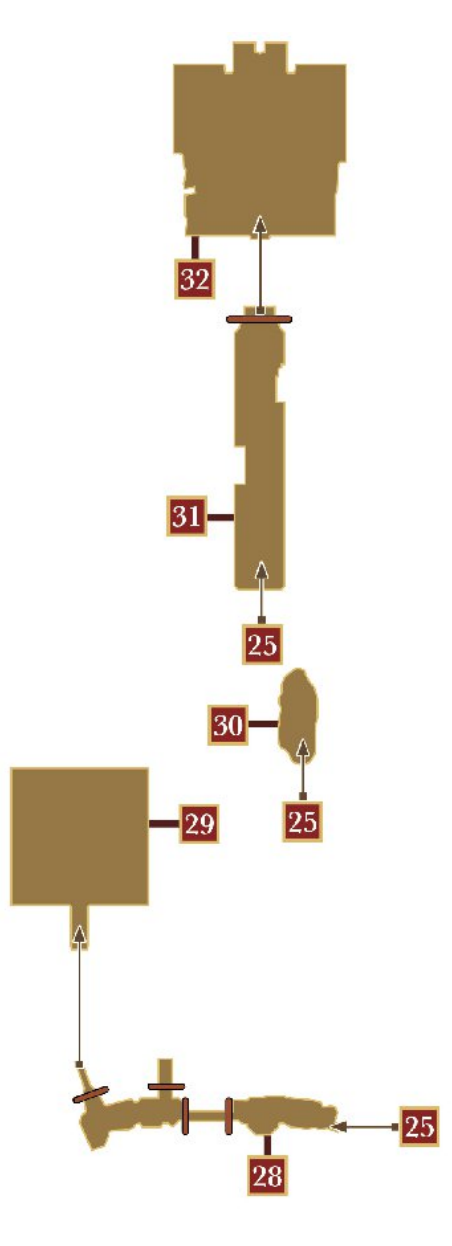
27 Chapel of Destruction (Red) [2]

Defeat all of the Dominion Legionaries and the Golem in this room to be escorted back to area 25.

25 Portal of Destruction Revisited

Next, head through the blue door on the southeast side of the circle.





28 Chapel of Destruction (Blue) [3]

A poisonous gas permeates this area, inflicting your party members with the Poison status. (Removing the status is useless, as it recurs after some time. However, the status is temporarily removed if your HP gets extremely low.) Make sure to equip potions and heal regularly while fighting. If a Rursan Reaver's attack lands, your character will be inflicted with a Killsight, so be sure to keep your distance until the status is removed in order to avoid being KO'd.

Cid's Crucible

Face Cid's Crucible: Eliminate your enemies without dying.

Time Limit: 10:00

29 Chapel of Destruction (Blue) [4]

You'll have to defeat a slew of Dracobaltians to be escorted back to area 25.

25 Portal of Destruction Revisited

Next, head through the purple door on the northeast side of the circle.

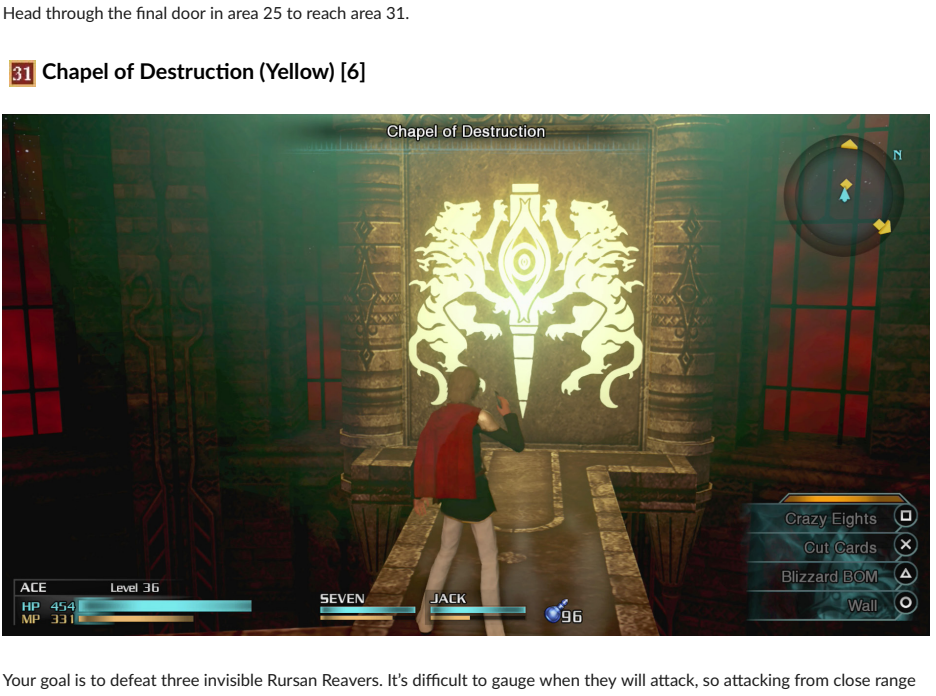
30 Chapel of Destruction (Purple) [5]

A battle against an Unidentified Target (Gilgamesh) triggers in this area. Cannon fire rains down from the Militesi airships above, and if you get hit, you may be sent flying and knocked down. However, the cannon fire does not inflict much damage, so you shouldn't have to worry too much.

As a refresher, you need to bait Gilgamesh into attacking you by getting in front of him. The second you see him get ready to attack, dodge out of the way and then prepare to hit his Breaksight. Damaging his Breaksight will make him pause for a bit, which will, in turn, reveal more Breaksight strike opportunities. Take care to avoid hitting him a second time until his Breaksight appears again. If you preemptively attack him after hitting him with a Breaksight strike, his Breaksight will likely not appear during the time he is stunned. Once you've defeated him, you'll be escorted back to area 25.

Head through the final door in area 25 to reach area 31.

31 Chapel of Destruction (Yellow) [6]



Your goal is to defeat three invisible Rursan Reavers. It's difficult to gauge when they will attack, so attacking from close range is not advised. It's best to use characters with ranged attacks like Ace or Trey to keep your distance. If your attack hits during a Breaksight, the Rursan Reavers will sprout wings and then become visible like normal.

Cid's Crucible

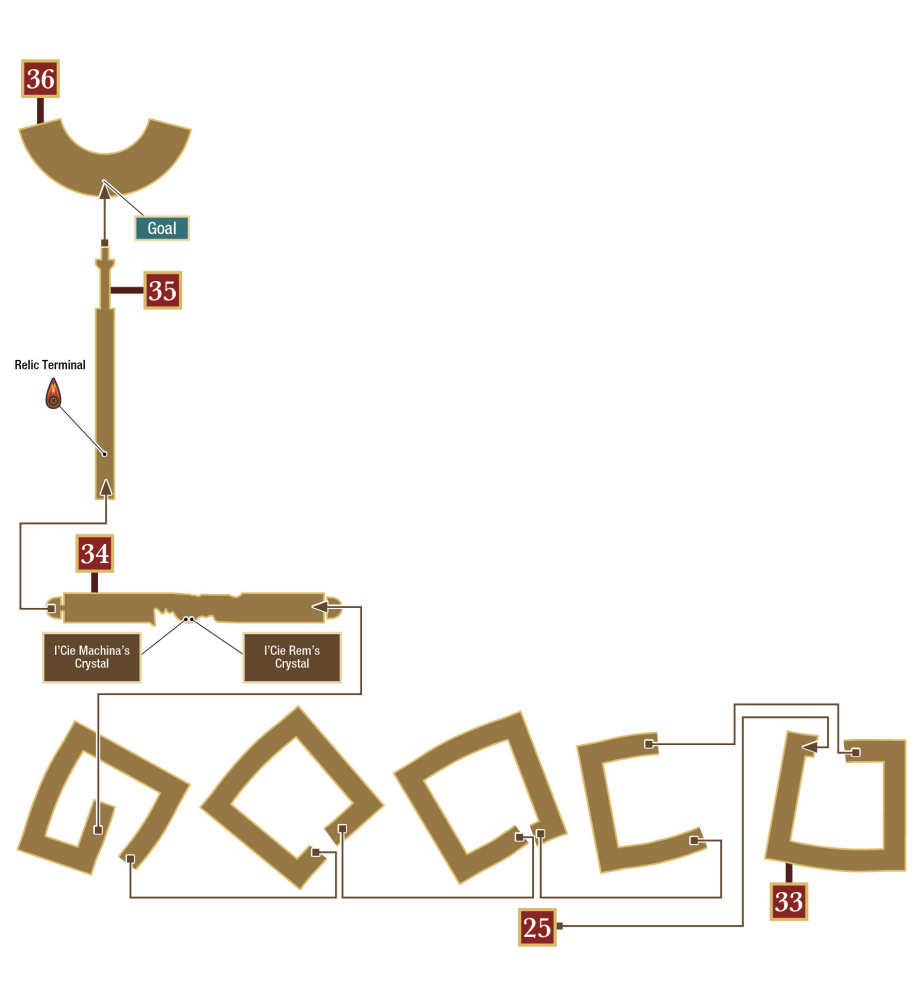
Face Cid's Crucible: Eliminate your unseen foes.

Time Limit: 10:00

32 Chapel of Destruction (Yellow) [7]

There are two flying MAs in this room. You'll need to defeat them to be escorted back to the Portal of Destruction. Switch to a ranged character and keep attacking; their Breaksight will appear eventually, and continuously attacking will ensure that you hit it when it does.

Once you're back in area 25, change your party so that you only have one party member—preferably someone fast—then head through the portal in the center of the circle to move on to area 33.



33 Spiral of Rebirth

A sea of blood slowly rises in this area. Becoming engulfed by the blood will result in failure. Fortunately, the blood does not rise at a fast rate, so you should be able to easily clear this crucible by evading the attacks of the Cubes while making your way up. Once you reach the top, a message claiming you failed will appear and the battle party will be KO'd, but the party will be revived in area 34 (Sanctuary of Descension). The number of active members in your active party will be counted towards your Casualties count, so you won't be able to earn an S-Rank unless you prepared by creating a team of one before this point.

Cid's Crucible

Face Cid's Crucible: Reach the top without falling in.

Time Limit: 10:00

34 Sanctuary of Descension (Safe Zone)

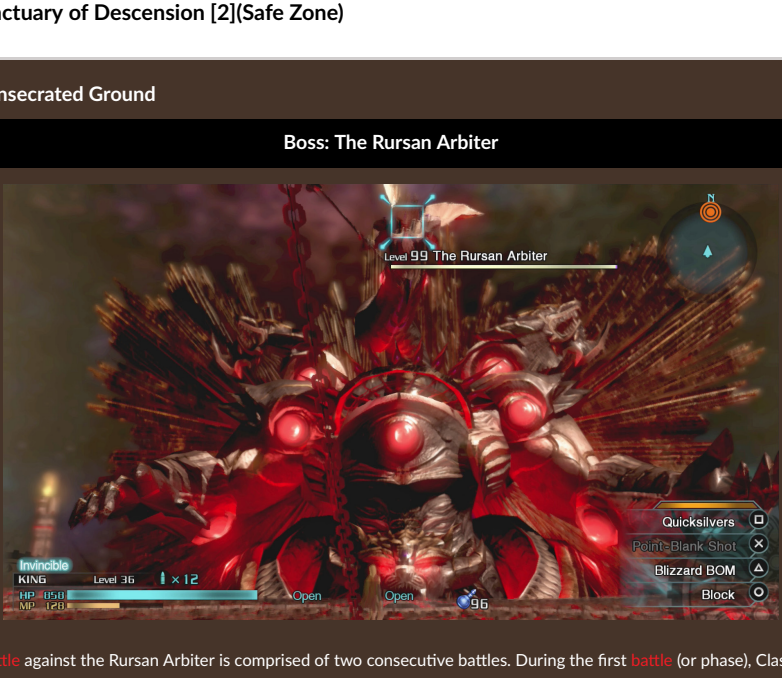
The entire active party will enter "wounded" mode from this point. They will walk agonizingly slow at this point, so use dodge maneuvers to move at a faster pace.

You'll find Machina and Rem's l'Cie Crystals in the center of the hall, directly in front of their frozen forms. Approaching the Crystals will result in cutscenes playing.

35 Sanctuary of Descension [2](Safe Zone)

36 Consecrated Ground

Boss: The Rursan Arbiter



The battle against the Rursan Arbiter is comprised of two consecutive battles. During the first battle (or phase), Class Zero will have to battle while in "wounded" mode. This battle cannot be won and the entire group will be wiped out. However, the group will be revived and borrow the powers of Machina and Rem to become extremely powerful before the second battle begins.

For the second phase, the flow outlined below is followed as each character faces off against the Rursan Arbiter alone. Striking the Killsight with the twelfth character and harvesting the Phantoma will complete the fight.

It becomes easier to land attacks after harvesting six Phantoma. Be sure to use characters you are unaccustomed to using during the second half of this battle.

Once you've harvested the final Phantoma, the battle will be over and you will have completed the game. Congratulations!

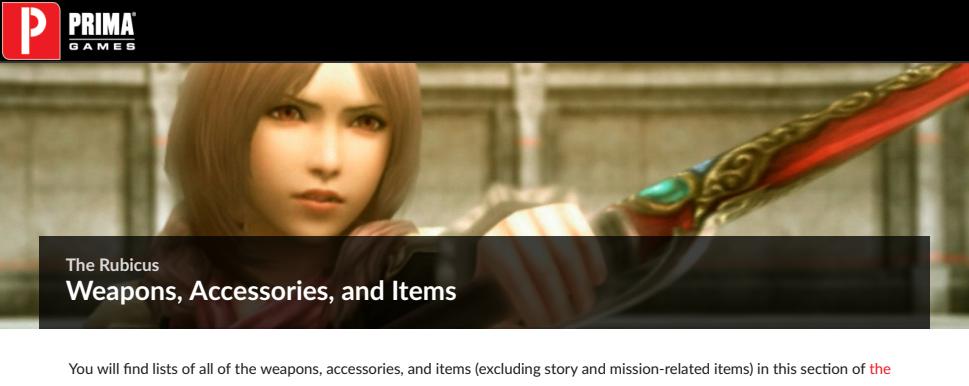
The Rursan Arbiter—Second Battle Flow

-Land an attack while the Breaksight is present.-Harvest a Phantoma from the Arbiter's body. (Character is then KO'd.)-Select a character from the reserves. -Repeat

The Rubicus

Introduction

The Rubicus is where you will find information on all of the weapons, accessories, and (almost) all of the items in the game. You'll also find lists of all of the Tasks, optional dungeons, and Sub-Events. To top off the Rubicus, there is also information about chocobo breeding, Phantoma, and a bestiary, which lists all of the monsters in the game.



The Rubicus

Weapons, Accessories, and Items

You will find lists of all of the weapons, accessories, and items (excluding story and mission-related items) in this section of the Rubicus.

Weapons

Ace's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Playing Cards	3	—	Default Weapon	—	80
Argentic Deck	5	—	In Akademeia's Armory	1200	120
Akademeia Deck	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Ace)	200 SPP	100
Arcane Deck	9	Increases MP by 10%	At the shop in Rokol, in the Iscah Region	1600	160
Lustrous Deck	10	—	Complete the SO in area 6 of "The Capture of Togoreth Stronghold" mission in Chapter 2	—	180
Imperial Tarot	12	—	At the shop in Cetme, in the Cetme District	2000	200
Draconic Deck	15	—	At the shop in Roshana, in the Roshana Province	2400	240
Ironclad Deck	24	Increases Defense by 30	At the shop in Bazz (after helping the Dominion Citizen gather four people), in the West Nesher District	6500	650
Mythril Deck	32	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Platinum Deck	38	—	Complete the SO in area 2 of the "United Front" Expert Trial in Chapter 3	—	1800
Reaper's Tarot	43	May inflict Death status	SPP Post (Defeat 700 enemies with Ace)	2500 SPP	1250
Cardshark's Deck	48	—	Random treasure in Bethnel Caverns	—	2700
Magician's Deck	52	Increases all Magic power by 10	In Akademeia's Armory (Land 200 Killsight strikes with Ace)	35000	3500
Hanafuda	58	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Ace)	5000 SPP	2500
Crazy Eights	62	—	In Akademeia's Armory after completing the "Mission Under Ceasefire" mission in "Finis" difficulty in Chapter 4 (Second Playthrough or higher)	60000	6000
Black Trump	68	May inflict Death Status	Defeat Eight-Arm Gilgamesh with Ace (Third Playthrough or higher)	—	1

Deuce's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Flute	3	—	Default Weapon	—	80
Argentic Flute	5	Increases MP by 20%	In Akademeia's Armory	1200	120
Baroque Flute	8	Increases MP by 30%	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Deuce)	200 SPP	100
Anima Flute	8	Increases HP by 20%	At the shop in Rokol, in the Iscah Region	1600	160
Platinum Piccolo	9	—	Complete the SO in area 10 of the "Escaping the Imperial Capital" mission in Chapter 4	—	180
Marching Flute	12	Increases MP by 50%	At the shop in Cetme, in the Cetme District	2000	200
Wyvern Whistle	14	Increases MP by 40%	At the shop in Roshana, in the Roshana Province	2400	240
Maestro's Flute	24	Increases Defense by 30	At the shop in Bazz, in the West Nesher District	6500	650
Mythril Flute	31	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Wildfire Flute	37	Fire Magic +15	Complete the SO in area 9 of the "Operation Breakthrough" mission in Chapter 2 (Second Playthrough or higher)	—	1800
Hoarfrost Flute	42	Ice Magic +15	SPP Post (Defeat 700 enemies with Deuce)	2500 SPP	1250
Voltaic Flute	46	Lightning Magic +15	Random treasure in Bethnel Caverns	—	2700
Guardian Flute	51	Defense Magic +20	In Akademeia's Armory (Land 200 Killsight strikes with Deuce)	35000	3500
Angel Flute	54	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Deuce)	5000 SPP	2500
Lamia's Flute	59	—	In Akademeia's Armory after completing the "Covering the Cadets" Expert Trial in "Finis" difficulty in Chapter 5	60000	6000
Elysian Whistle	63	Increases all Magic power by 60	Defeat Eight-Arm Gilgamesh with Deuce (Third Playthrough or higher)	—	1

Trey's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Long Bow	3	—	Default Weapon	—	80
Argentic Bow	5	—	In Akademeia's Armory	1200	120
Hunter's Bow	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Trey)	200 SPP	100
Windslash Bow	10	—	At the shop in Rokol, in the Iscah Region	1600	160
Thorn Bow	11	—	Complete the SO in area 14 in the "Operation MA Demolition" mission in Chapter 3	—	180
Power Bow	12	—	At the shop in Cetme, in the Cetme District	2000	200
Elfin Bow	15	—	At the shop in Roshana, in the Roshana Province	2400	240
Platinum Bow	24	—	At the shop in Bazz, in the West Nesher District	6500	650
Mythril Bow	33	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Venom Bow	38	May inflict Poison status	Complete the SO in area 25 in "The Battle of Judecca" mission in Chapter 5	0	1800
Thanatos' Bow	42	May inflict Death status	SPP Post (Defeat 700 enemies with Trey)	2500 SPP	1250
Rune Bow	47	Increases MP by 30%	Random treasure in Bethnel Caverns	—	2700
Chiron's Bow	52	—	In Akademeia's Armory (Land 200 Killsight strikes with Trey)	35000	3500
Blessed Bow	56	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Trey)	5000 SPP	2500
Artemis' Bow	62	—	In Akademeia's Armory after completing "The Retreat from Roshana" Expert Trial in "Finis" difficulty in Chapter 7	60000	6000
Yoichi's Bow	69	May inflict Death status	Defeat Eight-Arm Gilgamesh with Trey (Third Playthrough or higher)	—	1

Cater's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Magicite Pistol	3	—	Default Weapon	—	80
MTek-II Pistol	5	—	In Akademeia's Armory	1200	120
Magicite Blaster	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Cater)	200 SPP	100
MTek-II Blaster	9	Increases all Magic power by 1	At the shop in Rokol, in the Iscah Region	1600	160
Magicite Prime	10	—	Complete the SO in area 24 in "The Battle of Judecca" mission in Chapter 5	—	180
Riot Gun	12	—	At the shop in Cetme, in the Cetme District	2000	200
Draconic Pistol	15	—	At the shop in Roshana, in the Roshana Province	2400	240
Erinyes' Pistol	25	—	At the shop in Bazz, in the West Nesher District	6500	650
Mythril Pistol	33	Increases all Magic power by 15	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Rune Trigger	41	Increases MP by 50%	Complete the SO in area 13 in the "Mission Under Ceasefire" mission Chapter 4 (Second Playthrough or higher)	—	1800
Mtek-II Prime	46	—	SPP Post (Defeat 700 enemies with Cater)	2500 SPP	1250
Missing Score	52	—	Random treasure in Bethnel Caverns	—	2700
Shining Shot	56	Increases all Magic power by 30	In Akademeia's Armory (Land 200 Killsight strikes with Cater)	35000	3500
Tanegashima	62	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Cater)	5000 SPP	2500
Marvelous Shout	67	—	In Akademeia's Armory after completing the "A Fog-Laden Foray" mission in "Finis" difficulty in Chapter 3 (Second Playthrough or higher)	60000	6000
MTek-ZERO	71	—	Defeat Eight-Arm Gilgamesh with Cater (Third Playthrough or higher)	—	1

Cinque's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Mace	3	—	Default Weapon	—	80
Skull Crusher	5	—	In Akademeia's Armory	1200	120
Shock Hammer	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Cinque)	200 SPP	100
Seismic Shaker	10	—	At the shop in Rokol, in the Iscah Region	1600	160
Buster Hammer	11	—	Complete the third SO in area 12-2 in the "Escaping the Imperial Capital" mission in Chapter 4	—	180
Battle Mace	12	—	At the shop in Cetme, in the Cetme District	2000	200
Ogre Hammer	16	—	At the shop in Roshana, in the Roshana Province	2400	240
Ares' Mace	25	—	At the shop in Bazz, in the West Nesher District	6500	650
Mythril Mace	38	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Wildfire Mace	43	May inflict Burn status	Complete the SO in area 1 in "The Retreat from Roshana" Expert Trial in Chapter 7	—	1800
Hoarfrost Mace	49	May inflict Freeze status	SPP Post (Defeat 700 enemies with Cinque)	2500 SPP	1250
Voltaic Mace	54	May inflict Shock status	Random treasure in Bethnel Caverns	—	2700
Gigas Hammer	60	—	In Akademeia's Armory (Land 200 Killsight strikes with Cinque)	35000	3500
Lucky Mallet	64	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Cinque)	5000 SPP	2500
Seraphim Mace	69	—	In Akademeia's Armory after completing the "Operation MA Demolition" mission in "Finis" difficulty in Chapter 3 (Second Playthrough or higher)	60000	6000
Thor's Hammer	74	—	Defeat Eight-Arm Gilgamesh with Cinque (Third Playthrough or higher)	—	1

Sice's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Scythe	3	—	Default Weapon	—	80
Silver Scythe	5	Increases MP by 10%	In Akademeia's Armory	1200	120
War Scythe	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Sice)	200 SPP	100
Platinum Scythe	9	—	At the shop in Rokol, in the Iscah Region	1600	160
Reaper's Scythe	9	May inflict Death status	Complete the SO on your second visit to area 11 in "The Battle of Judecca" mission in Chapter 5	—	180
Steel Scythe	12	—	At the shop in Cetme, in the Cetme District	2000	200
Wyvern Fang	15	—	At the shop in Roshana, in the Roshana Province	2400	240
Cronus's Scythe	24	—	At the shop in Bazz, in the West Nesher District	6500	650
Mythril Scythe	34	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Lamia's Scythe	38	Increases MP by 20%	Complete the SO in area 10 in the "A Fog-Laden Foray" mission in Chapter 3 (Second Playthrough or higher)	—	1800
Toxic Scythe	43	May inflict Poison status	SPP Post (Defeat 700 enemies with Sice)	2500 SPP	1250
Persephone's Scythe	48	May inflict Death status	Random treasure in Bethnel Caverns	—	2700
Nightmare	53	-	In Akademeia's Armory (Land 200 Killsight strikes with Sice)	35000	3500
Pixie's Scythe	58	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Sice)	5000 SPP	2500
Shambhala	63	—	In Akademeia's Armory after completing "The Clash in the Caverns" Expert Trial in "Finis" difficulty in Chapter 3	60000	6000
Tezcatlipoca	68	—	Defeat Eight-Arm Gilgamesh with Sice (Third Playthrough or higher)	—	1

Seven's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Whipblade	3	—	Default Weapon	—	80
Silver Whipblade	5	—	In Akademeia's Armory	1200	120
Knight's Whipblade	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Seven)	200 SPP	100
Platinum Whipblade	9	—	At the shop in Rokol, in the Iscah Region	1600	160
Sleipnir Tail	10	—	Complete the SO in area 8 of the "Operation MA Demolition" mission in Chapter 3	—	180
Chain Whipblade	12	—	At the shop in Cetme, in the Cetme District	2000	200
Wyvern Tail	15	—	At the shop in Roshana, in the Roshana Province	2400	240
Steel Snake	22	—	At the shop in Bazz, in the West Nesher District	6500	650
Mythril Whipblade	34	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Wildfire Whipblade	38	May inflict Burn status	Complete the SO in area 13 in the "Operation Vulturnus" mission in Chapter 5 (Second Playthrough or higher)	—	1800
Hoarfrost Whipblade	43	May inflict Freeze status	SPP Post (Defeat 700 enemies with Seven)	2500 SPP	1250
Voltaic Whipblade	48	May inflict Shock status	Random treasure in Bethnel Caverns	—	2700
Rosethorn	52	—	In Akademeia's Armory (Land 200 Killsight strikes with Seven)	35000	3500
Reginleif	57	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Seven)	5000 SPP	2500
Beastmaster	61	—	In Akademeia's Armory after completing the "Operation Vulturnus" mission in "Finis" difficulty in Chapter 5 (Second Playthrough or higher)	60000	6000
Brynhildr	66	—	Defeat Eight-Arm Gilgamesh with Seven (Third Playthrough or higher)	—	1

Eight's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Brass Knuckles	3	—	Default Weapon	—	80
Silver Knuckles	5	—	In Akademeia's Armory	1200	120
Killer Knuckles	7	May inflict Death status	Complete the SO in area 1 of "The Battle of Judecca" mission in Chapter 5	—	180
Heavy Knuckles	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Eight)	200 SPP	100
Platinum Knuckles	10	—	At the shop in Rokol, in the Iscah Region	1600	160
Iron Fists	12	—	At the shop in Cetme, in the Cetme District	2000	200
Boxing Gloves	16	—	At the shop in Roshana, in the Roshana Province	2400	240
Steel Claws	26	—	At the shop in Bazz, in the West Nesher District	6500	650
Mythril Gloves	34	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Diamond Fists	42	—	Complete the SO in area 19 of the "Colonel Faith's Revolt" Expert Trial in Chapter 5	—	1800
Adamant Knuckles	48	—	SPP Post (Defeat 700 enemies with Eight)	2500 SPP	1250
Godhands	53	—	Random treasure in Bethnel Caverns	—	2700
Master Fists	58	—	In Akademeia's Armory (Land 200 Killsight strikes with Eight)	35000	3500
Golden Hands	64	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Eight)	5000 SPP	2500
Kaiser Knuckles	70	—	Akademeia's Armory after completing "The Infiltration of Iscah" mission on "Finis" difficulty in Chapter 2	60000	6000
Demon Fists	75	—	Defeat Eight-Arm Gilgamesh with Eight (Third Playthrough or higher)	—	1

Nine's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Lance	3	—	Default Weapon	—	80
Heavy Lance	5	—	In Akademeia's Armory	1200	120
Javelin	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Nine)	200 SPP	100
Shapeshifter	10	—	At the shop in Rokol, in the Iscah Region	1600	160
Knight's Lance	11	—	Complete the SO in area 12 of "The Clash on Big Bridge" mission in Chapter 6	—	180
Harpoon	12	—	At the shop in Cetme, in the Cetme District	2000	200
Wyvern Horn	16	—	At the shop in Roshana, in the Roshana Province	2400	240
Holy Lance	26	—	At the shop in Bazz (after helping the Dominion Citizen gather four people), in the West Nesher District	6500	650
Mythril Lance	37	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Wildfire Spear	42	May inflict Burn status	Complete the SO in area 1 of the "Capturing the Imperial Capital" mission in Chapter 7	—	1800
Hoarfrost Spear	47	May inflict Freeze status	SPP Post (Defeat 700 enemies with Nine)	2500 SPP	1250
Voltaic Spear	53	May inflict Shock status	Random treasure in Bethnel Caverns	—	2700
Venus Gospel	58	—	In Akademeia's Armory (Land 200 Killsight strikes with Nine)	35000	3500
Highwind	63	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Nine)	5000 SPP	2500
Kain's Lance	69	—	In Akademeia's Armory after completing "The Keziah Diversion" Expert Trial on "Finis" difficulty in Chapter 3	60000	6000
Lance of Longinus	74	—	Defeat Eight-Arm Gilgamesh with Nine (Third Playthrough or higher)	—	1

Jack's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Katana	3	—	Default Weapon	—	80
Kiku-ichimonji	5	—	In Akademeia's Armory	1200	120
Nagamitsu	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Jack)	200 SPP	100
Black Widow	8	May inflict Poison status	Complete the SO in area 6 of "The Clash on Big Bridge" mission in Chapter 6	—	180
Murasame	10	—	At the shop in Rokol, in the Iscah Region	1600	160
Imperial Blade	12	—	At the shop in Cetme, in the Cetme District	2000	200
Dragonslayer	15	—	At the shop in Roshana, in the Roshana Province	2400	240
Kotetsu	26	—	At the shop in Bazz (after helping the Dominion Citizen gather four people), in the West Nesher District	6500	650
Mythril Blade	36	Increases all Magic power by 15	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Demonslayer	42	—	Complete the SO in area 2 of "The Last Line of Defense" mission in Chapter 6 (Second Playthrough or higher)	—	1800
Rapture	47	May inflict Death status	SPP Post (Defeat 700 enemies with Jack)	2500 SPP	1250
Conqueror	53	—	Random treasure in Bethnel Caverns	—	2700
Muramasa	58	Increases MP by 30%	In Akademeia's Armory (Land 200 Killsight strikes with Jack)	35000	3500
Bushido Blade	63	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Jack)	5000 SPP	2500
Mutsunokami	68	Increases HP by 30%	In Akademeia's Armory after completing the "Operation Breakthrough" mission on "Finis" difficulty in Chapter 2 (Second Playthrough or higher)	60000	6000
Genji Blade	75	—	Defeat Eight-Arm Gilgamesh with Jack (Third Playthrough or higher)	—	1

Queen's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Longsword	3	—	Default Weapon	—	80
Flamberge	5	—	In Akademeia's Armory	1200	120
Claymore	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Queen)	200 SPP	100
Rune Saber	8	Increases MP by 20%	Complete the SO in area 28 of the "Escaping the Imperial Capital" mission in Chapter 4	—	180
Shamshir	10	—	At the shop in Rokol, in the Iscah Region	1600	160
Imperial Saber	12	—	At the shop in Cetme, in the Cetme District	2000	200
Ancient Blade	15	—	At the shop in Roshana, in the Roshana Province	2400	240
Warlord	26	—	At the shop in Bazz (after helping the Dominion Citizen gather four people), in the West Nesher District	6500	650
Mythril Saber	36	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Wildfire Saber	41	Fire Magic +20	Complete the SO in area 27 of the "Secret Agents Zero" Expert Trial in Chapter 7	—	1800
Hoarfrost Saber	46	Ice Magic +20	SPP Post (Defeat 700 enemies with Queen)	2500 SPP	1250
Voltaic Saber	52	Lightning Magic +20	Random treasure in Bethnel Caverns	—	2700
Master Sword	57	Defense Magic +20	In Akademeia's Armory (Land 200 Killsight strikes with Queen)	35000	3500
Save the Queen	63	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Queen)	5000 SPP	2500
Phantasmal Blade	68	—	In Akademeia's Armory after completing the "Secret Agents Zero" Expert Trial on "Finis" difficulty in Chapter 7	60000	6000
Celestial Saber	73	—	Defeat Eight-Arm Gilgamesh with Queen (Third Playthrough or higher)	—	1

King's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Twin Revolvers	3	—	Default Weapon	—	80
Twin Magnums	5	—	In Akademeia's Armory	1200	120
Outsiders	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with King)	200 SPP	100
Twin SuperMags	9	—	At the shop in Rokol, in the Iscah Region	1600	160
Magnati	10	—	Complete the SO in area 23 of the "Operation MA Demolition" mission in Chapter 3	—	180
Hardedges	12	—	At the shop in Cetme, in the Cetme District	2000	200
Double Dragons	14	—	At the shop in Roshana, in the Roshana Province	2400	240
Dual Blasters	24	—	At the shop in Bazz (after helping the Dominion Citizen gather four people), in the West Nesher District	6500	650
Mythril Blasters	33	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Judgments	38	—	Complete the SO in area 5 of the "Colonel Faith's Last Stand" Expert Trial in Chapter 7	—	1800
Death Penalties	42	May inflict Death status	SPP Post (Defeat 700 enemies with King)	2500 SPP	1250
Supershot STs	47	—	Random treasure in Bethnel Caverns	—	2700
Dominators	51	—	In Akademeia's Armory (Land 200 Killsight strikes with King)	35000	3500
Peacemakers	56	Doubles EXP received	SPP Post (Land 300 Killsight strikes with King)	5000 SPP	2500
Valkyries	60	May inflict Death status	In Akademeia's Armory after completing "The Last Line of Defense" mission on "Finis" difficulty in Chapter 6 (Second Playthrough or higher)	60000	6000
Quicksilvers	64	—	Defeat Eight-Arm Gilgamesh with King (Third Playthrough or higher)	—	1

Machina's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Bolt Rapiers	3	—	Default Weapon	—	80
Argentic Rapiers	5	—	In Akademeia's Armory	1200	120
Clockwork Blades	8	—	SPP Post in Akademeia's Central Command (Defeat 30 enemies with Machina)	200 SPP	100
Platinum Rapiers	10	—	At the shop in Rokol, in the Iscah Region	1600	160
Rune Rapiers	11	Increases MP by 20%	Complete the SO in area 6 in the "Escaping the Imperial Capital" mission in Chapter 4	—	180
Mecha-Rapiers	12	—	At the shop in Cetme, in the Cetme District	2000	200
Ryujin Rapiers	15	—	At the shop in Roshana, in the Roshana Province	2400	240
Corkscrew Rapiers	26	—	At the shop in Bazz (after helping the Dominion Citizen gather four people), in the West Nesher District	6500	650
Mythril Rapiers	36	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Twin Lævateinns	41	Increases MP by 50%	Complete the SO in area 6 of the "Machina's Struggle" mission in Chapter 7 (Second Playthrough or higher)	—	1800
Flametongues	46	Fire Magic +30	SPP Post (Defeat 700 enemies with Machina)	2500 SPP	1250
Icebrands	50	Ice Magic +30	Random treasure in Bethnel Caverns	—	2700
Thunderslashes	54	Lightning Magic +30	In Akademeia's Armory (Land 200 Killsight strikes with Machina)	35000	3500
Twin Durandals	61	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Machina)	5000 SPP	2500
Dreadnaughts	65	—	In Akademeia's Armory after completing the "Machina's Struggle" mission on "Finis" difficulty in Chapter 7 (Second Playthrough or higher)	60000	6000
Twin Excaliburs	75	—	Defeat Eight-Arm Gilgamesh with Machina (Third Playthrough or higher)	—	1

Rem's Weapons

Name	Attack Power	Additional Effect	Locations	Buy Price	Sell Price
Daggers	3	-	Default Weapon	—	80
Argentic Daggers	5	Increases MP by 10%	In Akademeia's Armory	1200	120
Dancing Daggers	8	—	SPP Post in Akademeia's Central Command (Defeat thirty enemies with Rem)	200 SPP	100
Ogrenyxes	9	—	At the shop in Rokol, in the Iscah Region	1600	160
Rune Daggers	10	Increases MP by 30%	Complete the SO in area 16 of the "Escaping the Imperial Capital" mission in Chapter 4	—	180
Butterfly Edges	11	—	At the shop in Cetme, in the Cetme District	2000	200
Parrying Daggers	14	—	At the shop in Roshana, in the Roshana Province	2400	240
Survival Edges	23	Increases HP by 30%	At the shop in Bazz (after helping the Dominion Citizen gather four people), in the West Nesher District	6500	650
Mythril Daggers	32	Increases all Magic power by 10	At the shop in Amiter, in the Dragon Sanctuary	9000	900
Wildfire Daggers	36	Fire Magic +20	Complete the SO in area 6 of the "A Fog-Laden Foray" mission in Chapter 3 (Second Playthrough or higher)	—	1800
Hoarfrost Daggers	41	Ice Magic +20	SPP Post (Defeat 700 enemies with Rem)	2500 SPP	1250
Voltaic Daggers	46	Lightning Magic +20	Random treasure in Bethnel Caverns	—	2700
Defender's Daggers	50	Defense Magic +30	In Akademeia's Armory (Land 200 Killsight strikes with Rem)	35000	3500
Zwillblades	54	Doubles EXP received	SPP Post (Land 300 Killsight strikes with Rem)	5000 SPP	2500
Assassin's Daggers	59	May inflict Death status	In Akademeia's Armory after completing the "United Front" Expert Trial in "Finis" difficulty in Chapter 3	60000	6000
Orichalcum Dirks	63	—	Defeat Eight-Arm Gilgamesh with Rem (Third Playthrough or higher)	—	1

Accessories

HP-, MP-, Defense-, and Attack-Increasing Accessories

Name	Effect
Bronze Bangle	Increases max HP by 10%
Iron Bangle	Increases max HP by 20%
Silver Bangle	Increases max HP by 30%
Vitality Apparatus	Increases max HP by 40%
Gold Bangle	Increases max HP by 50%
Platinum Bangle	Increases max HP by 60%
Mythril Bangle	Increases max HP by 70%
Diamond Bangle	Increases max HP by 80%
Grand Bangle	Doubles max HP
Silver Bracelet	Increases max HP and MP by 10%
Gold Bracelet	Increases max HP and MP by 20%
Combat Apparatus	Increases max HP and MP by 30%
Platinum Bracelet	Increases max HP and MP by 40%
Mythril Bracelet	Increases max HP and MP by 50%
Diamond Bracelet	Increases max HP and MP by 80%
Crystal Bracelet	Doubles max HP and MP
Adamant Shell	Increases max HP by 50% and Defense by 50
Mythril Armor	Increases max HP by 50% and prevents Burn, Freeze, and Shock
Cupric Ring	Increases max MP by 10%
Ferric Ring	Increases max MP by 20%
Argentic Ring	Increases max MP by 30%
Auric Ring	Increases max MP by 40%
Draconic Ring	Increases max MP by 50%
Mythril Ring	Increases max MP by 60%
Diamond Ring	Increases max MP by 70%
Rune Ring	Increases max MP by 80%
Crystal Ring	Doubles max MP
Earrings	Increases max MP by 10% and all Magic by 2
Amulet	Increases max MP by 20% and all Magic by 4
Talisman	Increases max MP by 20% and all Magic by 8
Crystal Ball	Increases max MP by 30% and all Magic by 10
Circlet	Increases max MP by 40% and all Magic by 15
Tiara	Increases max MP by 60% and all Magic by 20
Hypno Crown	Increases max MP by 80% and all Magic by 30
Regal Crown	Doubles max MP and increases all Magic by 40
Black Belt	Increases Attack by 5
Power Sash	Increases Attack by 20
Gauntlets	Increases Defense by 10
Buckler	Increases Defense by 15
Metal Gloves	Increases Defense by 20
Silver Gloves	Increases Defense by 25
Soldier's Gloves	Increases Defense by 30
Platinum Gloves	Increases Defense by 35
Mythril Gloves	Increases Defense by 40
Diamond Gloves	Increases Defense by 50
Crystal Gloves	Increases Defense by 60
Aegis Armlet	Increases Defense by 80
Adamant Armlet	Increases Defense by 100 and grants Endure
Mythril Helm	Increases Defense by 10 and prevents Burn
Protector Ring	Increases Defense by 30 and ballistic resistance by 10%
Warrior Ring	Increases Defense by 30 and ballistic resistance by 30%
Guardian Ring	Increases Defense by 30 and impact resistance by 30%
Stalwart Ring	Increases Defense by 40 and both ballistic and impact resistance by 40%
Reed Cloak	Increases Defense by 50 and grants Protect
Crystal Mail	Increases Defense by 70 and grants Trance
Onion Armor	Increases Defense by 70 and grants Aura

Magic-Increasing Accessories

Name	Effect
Ignis Primus, Vol. I	Increases Fire Magic by 2, but reduces max MP by 10%
Ignis Primus, Vol. II	Increases Fire Magic by 4, but reduces max MP by 12%
Ignis Secundus, Vol. I	Increases Fire Magic by 6, but reduces max MP by 14%
Ignis Secundus, Vol. II	Increases Fire Magic by 8, but reduces max MP by 18%
Ignis Tertius, Vol. I	Increases Fire Magic by 10, but reduces max MP by 24%
Ignis Tertius, Vol. II	Increases Fire Magic by 13, but reduces max MP by 28%
Ignis Essentia	Increases Fire Magic by 16, but reduces max MP by 32%
Ignis Veritas	Increases Fire Magic by 20, but reduces max MP by 36%
Ignis Magnum	Increases Fire Magic by 30, but reduces max MP by 40%
Ignis Divinum	Increases Fire Magic by 50, but reduces max MP by 40%
Ignis Codex	Increases Fire Magic by 20 and prevents Burn, but reduces max MP by 10%
Tome of Ifrit	Increases Fire Magic by 40 and prevents Burn, but reduces max MP by 30%
Glacies Prima, Vol. I	Increases Ice Magic by 2, but reduces max MP by 10%
Glacies Prima, Vol. II	Increases Ice Magic by 4, but reduces max MP by 12%
Glacies Secunda, Vol. I	Increases Ice Magic by 6, but reduces max MP by 14%
Glacies Secunda, Vol. II	Increases Ice Magic by 8, but reduces max MP by 18%
Glacies Tertia, Vol. I	Increases Ice Magic by 10, but reduces max MP by 24%
Glacies Tertia, Vol. II	Increases Ice Magic by 13, but reduces max MP by 28%
Glacies Essentia	Increases Ice Magic by 16, but reduces max MP by 32%
Glacies Veritas	Increases Ice Magic by 20, but reduces max MP by 36%
Glacies Magnum	Increases Ice Magic by 30, but reduces max MP by 40%
Glacies Divinum	Increases Ice Magic by 50, but reduces max MP by 40%
Glacies Codex	Increases Ice Magic by 20 and prevents Freeze, but reduces max MP by 10%
Tome of Shiva	Increases Ice Magic by 40 and prevents Freeze, but reduces max MP by 30%
Fulgur Primus, Vol. I	Increases Lightning Magic by 2, but reduces max MP by 10%
Fulgur Primus, Vol. II	Increases Lightning Magic by 4, but reduces max MP by 12%
Fulgur Secundus, Vol. I	Increases Lightning Magic by 6, but reduces max MP by 14%
Fulgur Secundus, Vol. II	Increases Lightning Magic by 8, but reduces max MP by 18%
Fulgur Tertius, Vol. I	Increases Lightning Magic by 10, but reduces max MP by 24%
Fulgur Tertius, Vol. II	Increases Lightning Magic by 13, but reduces max MP by 28%
Fulgur Essentia	Increases Lightning Magic by 16, but reduces max MP by 32%
Fulgur Veritas	Increases Lightning Magic by 20, but reduces max MP by 36%
Fulgur Magnum	Increases Lightning Magic by 30, but reduces max MP by 40%
Fulgur Divinum	Increases Lightning Magic by 50, but reduces max MP by 40%
Fulgur Codex	Increases Lightning Magic by 20 and prevents Shock, but reduces max MP by 10%
Tome of Ramuh	Increases Lightning Magic by 40 and prevents Shock, but reduces max MP by 30%
Aegis Prima, Vol. I	Increases Defense Magic by 2, but reduces max MP by 10%
Aegis Prima, Vol. II	Increases Defense Magic by 4, but reduces max MP by 12%
Aegis Secunda, Vol. I	Increases Defense Magic by 6, but reduces max MP by 14%
Aegis Secunda, Vol. II	Increases Defense Magic by 8, but reduces max MP by 18%
Aegis Tertia, Vol. I	Increases Defense Magic by 10, but reduces max MP by 24%
Aegis Tertia, Vol. II	Increases Defense Magic by 13, but reduces max MP by 28%
Aegis Essentia	Increases Defense Magic by 16, but reduces max MP by 32%
Aegis Veritas	Increases Defense Magic by 20, but reduces max MP by 36%
Aegis Magnum	Increases Defense Magic by 30, but reduces max MP by 40%
Aegis Divinum	Increases Defense Magic by 50, but reduces max MP by 40%
Aegis Codex	Increases Defense Magic by 20 and prevents Silence, but reduces max MP by 10%
Tome of Lakshimi	Increases Defense Magic by 40 and prevents Silence, but reduces max MP by 30%
Feathered Cap	Increases all Magic by 4
Wizard's Hat	Increases all Magic by 8
Dominion Helmet	Increases all Magic by 12
Red Cap	Increases all Magic by 18
Red Beret	Increases all Magic by 26
Mage's Miter	Increases all Magic by 38
Warlock's Headdress	Increases all Magic by 60
Gold Hairpin	Increases all Magic by 80
Soul of Thamasa	Increases all Magic by 100
Luminous Robe	Increases all Magic by 15 and max MP by 50%
Elementalist Ring	Increases all Magic by 30 and max MP by 30%
Lilith Rod	Increases all Magic by 30 and doubles max MP

Resistance-Increasing Accessories

Name	Effect
Ballistic Vest	Increases ballistic resistance by 5%
Tactical Vest	Increases ballistic resistance by 10%
Ballistic Armor	Increases ballistic resistance by 15%
Bulletproof Vest	Increases ballistic resistance by 20%
Flak Jacket	Increases ballistic resistance by 25%
Ballistic Shield	Increases ballistic resistance by 30%
Interceptor	Increases ballistic resistance by 35%
Advanced Interceptor	Increases ballistic resistance by 40%
H2-Ballistic Armor	Increases ballistic resistance by 15% and max HP by 20%
Deflector	Increases ballistic resistance by 30% and max HP by 50%
Tempered Shield	Increases ballistic and impact resistance by 5%
Magitek Shield	Increases ballistic and impact resistance by 10%
Supple Shield	Increases ballistic and impact resistance by 20%
Zircon Shield	Increases ballistic and impact resistance by 25%
Topaz Shield	Increases ballistic and impact resistance by 30%
Ruby Shield	Increases ballistic and impact resistance by 35%
Diamond Shield	Increases ballistic and impact resistance by 40%
Opal Shield	Increases ballistic, impact, piercing, and cleaving resistance by 30%
Riot Shield	Increases impact resistance by 5%
Shock Buckler	Increases impact resistance by 10%
U1-Shock Damper	Increases impact resistance by 15%
Shock Shield	Increases impact resistance by 20%
Shock Armor	Increases impact resistance by 25%
U2-Shock Damper	Increases impact resistance by 30%
Quake Killer	Increases impact resistance by 35%
Battery Barrier	Increases impact resistance by 40%
H2-Shock Absorber	Increases impact resistance by 15% and max HP by 20%
H5-Shock Absorber	Increases impact resistance by 30% and max HP by 50%
Shield Talisman	Increases piercing resistance by 30%
Pierceproof Armor	Increases piercing resistance by 35%
Sentinel Emblem	Increases piercing resistance by 40%
Stabproof Shield	Increases piercing resistance by 45%
Blade Barrier	Increases piercing resistance by 48%
H2-Stab Armor	Increases piercing resistance by 30% and max HP by 20%
Guardian Armor	Increases cleaving resistance by 30%
Circumventor	Increases cleaving resistance by 35%
Plated Armor	Increases cleaving resistance by 40%
Regal Armor	Increases cleaving resistance by 45%
Master's Mail	Increases cleaving resistance by 48%
H2-Circumventor	Increases cleaving resistance by 30% and max HP by 20%
Fire Armlet	Increases Fire resistance by 10%
Flame Armlet	Increases Fire resistance by 15%
Brimstone Armlet	Increases Fire resistance by 20%
Firewyrm Armlet	Increases Fire resistance by 25%
Blaze Armlet	Increases Fire resistance by 30% and prevents Burn
Armlet of Ifrit	Increases Fire resistance by 40% and prevents Burn
Ice Armlet	Increases Ice resistance by 10%
Frost Armlet	Increases Ice resistance by 15%
Glacial Armlet	Increases Ice resistance by 20%
Icewyrm Armlet	Increases Ice resistance by 25%
Arctic Armlet	Increases Ice resistance by 30% and prevents Freeze
Armlet of Shiva	Increases Ice resistance by 40% and prevents Freeze
Spark Armlet	Increases Lightning resistance by 10%
Blitz Armlet	Increases Lightning resistance by 15%
Thunder Armlet	Increases Lightning resistance by 20%
Stormwyrm Armlet	Increases Lightning resistance by 25%
Thunderbolt Armlet	Increases Lightning resistance by 30% and prevents Shock
Armlet of Ramuh	Increases Lightning resistance by 40% and prevents Shock
Torrent Armlet	Increases Water resistance by 45%
Gaia Armlet	Increases Earth resistance by 45%
Gale Armlet	Increases Wind resistance by 45%
Sublimation Ring	Increases Fire and Ice resistance by 25% and prevents Burn and Freeze
Gemini Ring	Increases Fire and Lightning resistance by 25% and prevents Burn and Shock
Thundersnow Ring	Increases Ice and Lightning resistance by 25% and prevents Freeze and Shock
Lunar Armlet	Increases Fire, Ice, and Lightning resistance by 20% and prevents Burn, Freeze, and Shock
Celestial Armlet	Increases damage resistance by 15% and increases max HP by 10%
Lustrous Armlet	Increases damage resistance by 20% and increases max HP by 30%
Blessed Armlet	Increases damage resistance by 30% and max HP by 40%
Duke's Gauntlets	Increases Defense by 20 and damage resistance by 25%

Status Effect Accessories

Name	Effect
Jeweled Ring	Gift from Mother that increases all Magic by 7
Aria's Amulet	Token made at Aria's insistence that prevents Burn, Freeze, and Shock
U1-Strength Apparatus	Highly fragile apparatus found on the battlefield that grants Aura
U2-Strength Apparatus	Fragile apparatus found on the battlefield that grants Aura
Imperial Helmet	Only a filthy traitor would dare wear this garish Militesi headpiece
U1-Vulcanizer	Fragile apparatus found on the battlefield that grants Protect
U1-Vitality Apparatus	Highly fragile apparatus that increases max HP by 50% and grants Regen
U2-Vitality Apparatus	Fragile apparatus found in the field that doubles max HP and grants Regen
Frostshield Cloak	Prevents Freeze
Flameshield Cloak	Prevents Burn
Sparkshield Cloak	Prevents Shock
White Cape	Prevents Silence
Star Pendant	Prevents Poison
Hermes' Sandals	Prevents Stop
Safety Bit	Prevents Death
Angel Earrings	Prevents Killsight
Medical Kit	Prevents Poison and Silence
Mobility Gear	Prevents Stop and Freeze
Gold Anklet	Prevents Burn, Freeze, and Shock
Ribbon	Prevents Burn, Freeze, Shock, Silence, Poison, and Stop
Super Ribbon	Prevents Death and all other status ailments
Mist Mask	Nullifies the effects of fog
Balaclava	Nullifies the effects of a snowstorm
Snow Goggles	Nullifies the effects of a flurry
Sand Visor	Nullifies the effects of a sandstorm
Smoke Hood	Nullifies the effects of a heat wave
Waterproof Mask	Nullifies the effects of a downpour
Rain Hood	Nullifies the effects of rain
Growth Egg	Doubles EXP received
Mog's Lucky Charm	Quadruples EXP received
Oracle's Codex	Ace: Increases all Magic by 30 and grants Endure
Seraphim Score	Deuce: Increases max MP by 50% and grants Regen
Omnipedia	Trey: Increases Attack by 30 and nullifies all weather effects
Mage's Knapsack	Cater: Increases all Magic by 50 and impact resistance by 40%
Moogle Plushie	Cinque: Increases Attack and Defense by 50
Bewitching Fragrance	Sice: Adds Death, Burn, and Poison effects to normal attacks
Lace Leggings	Seven: Increases Defense by 40 and grants Regen
Transcendent Scroll	Eight: Increases Attack by 80 and grants Endure, but reduces all Magic by 40
Meteor Buckle	Nine: Increases max HP by 60% and grants Endure
Hagakure	Jack: Increases Attack by 80 and grants Regen, but reduces Defense by 50
Lucid Lenses	Queen: Prevents Burn, Freeze, and Shock—and is said to harbor mysterious power...
Tailored Suit	King: Increases max HP by 50% and nullifies all weather effects
Pluviale	Machina: Increases Defense by 30 and nullifies all weather effects
Betrothal Ring	Rem: Increases all Magic by 30 and grants Regen
SP Armlet	Increases all Magic by 10
SP Chestplate	Increases all Magic by 15 and max HP and MP by 20%
SP Robe	Increases all Magic by 20, increases max HP and MP by 20%, and grants Protect
SP Shield	Increases all Magic by 30, increases max HP and MP by 50%, and grants Protect
SP Cape	Increases all Magic by 40, increases max HP and MP by 50%, and grants Protect and Regen
SP Armor	Increases all Magic by 50, increases max HP and MP by 50%, and grants various buffs
SP Helm	Increases all Magic by 60, increases max HP and MP by 50%, and grants various buffs
SP Crystal	Increases ATK and DEF by 100, all Magic by 70, max HP and MP by 50%, and grants various buffs
Ring of Pulse	Highly fragile ring that grants Freecast, but rejects EXP
Glove of Lindzei	Highly fragile glove that increases Attack by 100, but rejects EXP
Armlet of Etro	Highly fragile armlet that increases Magic by 100, doubles max MP, and grants Quick, but rejects EXP
Amulet of Mwynn	Highly fragile amulet that increases Attack by 100, doubles max HP, and grants Aura, but rejects EXP
Draconic Gemstone	Nullifies all weather effects
Unusual Artifact	Increases max HP by 20%, Attack and Defense by 20, and ballistic resistance by 25%
Black Cowl	Increases all damage resistance by 10% and grants Quick
Juggernaut Badge	Increases damage resistance by 40% and both max HP and MP by 120%
Assault Badge	Grants Aura and Regen, but reduces all Magic by 100
Enchanted Badge	Increases all Magic by 99 and grants Trance and Quick, but reduces Attack by 99
Grand Mage's Badge	Increases damage resistance by 40% and grants Freecast
Akatoki Amethyst	Gift from Celestia that increases all Magic by 100 and grants Quick
Genji Armor	Increases damage resistance by 40% and Defense by 50
Genji Helm	Nullifies all weather effects and prevents Burn, Freeze, Shock, Silence, Poison, and Stop
Iceblade Hilt	Article left behind by the Ice Reaper that increases max MP and slightly increases most resistances
Agito Insignia	Proof that one is worthy of the title of Agito
Life Armlet	Grants Reraise

Items

Consumables

Item	Description
Potion	Restores 50% of target's HP
Hi-Potion	Restores 100% of target's HP
Mega-Potion	Restores 50% of party's HP
X-Potion	Restores 100% of party's HP
Ether	Restores 50% of target's MP
Turbo Ether	Restores 100% of target's MP
Mega-Ether	Restores 50% of party's MP
X-Ether	Restores 100% of party's MP
Remedy	Cures target of all status ailments
Mega-Remedy	Cures party of all status ailments
Elixir	Restores 100% of target's HP and MP
Megalixir	Restores 100% of party's HP and MP
Combat Ration	Militesi issue that restores 50% of target's HP
Fortified Ration	Militesi issue that restores 50% of target's HP and grants Aura
First Aid Kit	Militesi issue that restores 100% of target's HP and grants Aura
Strength Serum	Militesi issue that grants Aura to target
Support Serum	Militesi issue that grants Aura to party
Ferrum Medica	Concordian issue that restores 25% of target's HP and grants Regen
Aes Medica	Concordian issue that restores 50% of target's HP and grants Regen
Argentum Medica	Concordian issue that restores 100% of target's HP and grants Regen
Aurum Medica	Concordian issue that restores 100% of target's HP and MP, and cures all status ailments
Draco Medica	Concordian issue that restores 100% of target's HP and MP, and grants invincibility
Phoenix Down	Revives all dead party members
Phoenix Pinion	Grants Reraise to a target

Monster Spoils

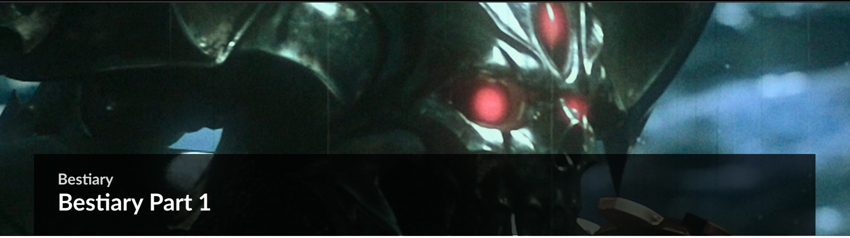
Item	Description	Buy Price	Sell Price	How to Get
Rigid Scaleskin	Extremely hard scale that grants Protect	—	400	—
Thick Hide	Sturdy pelt that grants Endure	—	300	Drop: Doublicorn, Diceratops, Juggernaut
Fire Shard	Fragment brimming with the power of fire that grants Aura	—	200	Drop: Bomb, Flame Flan
Ice Shard	Fragment brimming with the power of ice that grants Protect	—	200	Drop: Ice Bomb, Aqua Flan
Lightning Shard	Fragment brimming with the power of lightning that grants Quick	—	200	Drop: Thunder Bomb, Electric Flan
Light Feather	Feather tinged with magic power that grants Freecast	—	200	Drop: Evil Eye, Marduk, Mushussu
Fury Bristle	Whisker from a belligerent monster that grants Aura	—	300	Drop: Snow Giant, Wendigo
Tree Sap	Tree sap packed with nutrients that grants Regen	—	200	Drop: Mandragora
Insect Oil	Secretion from a poisonous bug that cures all status ailments	—	200	Drop: Hundleg, Ankheg
Pretty Pelt	Very beautiful hide that grants Aura and Protect	—	320	Drop: Lesser Coeurl
Flan Ooze	Oil filled with magical energy that briefly grants Trance and Quick	—	200	Drop: Flan family
Bomb Core	Organ said to contain a bomb's soul that grants Aura and Trance	—	300	Drop: Bomb family
Turtle Shell	Exceedingly hard shell that grants Protect and Regen	—	1000	Drop: Adamantortoise, Adamantoise (Innsmouth Coast)
Dragon Fang	Sharp tooth only found on wild dragons that grants Quick and Freecast	—	600	Lesser Lopros
Cactus Spine	Needle from the famously fast Cactuar that grants Quick	—	800	Drop: Cactuar, Kactuar, Blooming Cactuar
Anima Lantern	Lantern governing life and death that grants Reraise	—	500	Drop: Tonberry
Beast Flesh	Meat bursting with life energy that restores 100% of HP and MP, and grants Trance	—	700	Drop: Behemoth, Lesser Lopros, Sandworm, Snow Giant, Wendigo, Skyvern
Beast Horn	Horn imbued with mystical powers that restores 100% of HP and MP, and grants Freecast	—	1000	Drop: Behemoth, Behemoth King, Marduk, Mushussu, Skyvern

Presents

Item	Description	Buy Price	Sell Price	How to Get
Eyeball Specimen	The sample requested by Kazusa that seems to be staring into your soul	—	—	Naghi in Central Command in the first Free Time of Chapter 7 (After advancing Kazusa's Event line)
"'Til Finis Comes, With You"	One in a series of romance novels that enjoys immense popularity in spite of its banal content	1000	100	At the shop in Corsi, in the Rubrum Region
Compact Mirror	A handheld mirror perfect for when one needs to do a quick touch-up	2000	200	At the shop in Mi-Go, in the North Togoreth Region
Quill Pen	A lovely feather said to help reduce finger tension when scribbling in one's diary	8000	800	At the shop in Meroe, in the Meroe Region
Hydrangea Bouquet	A bunch of freshly-clipped blue flowers that smell like sunshine	1000	100	At the shop in Corsi, in the Rubrum Region
Antique Cameo	An intricate carving featuring an embossed image of the Vermilion Bird	5000	500	At the shop in Rokol, in the Iscah Region
Fancy Tapestry	A vermeil wall hanging that exudes elegance with every thread	8000	800	At the shop in Meroe, in the Meroe Region
Tea Set	An adorable little teapot and matching teacups that are too short and stout to use	2000	200	At the shop in Mi-Go, in the North Togoreth Region
Ornamental Plant	A decorative piece of foliage that breathes nature back into any room	8000	800	At the shop in Toguagh, in the Eibon Region
Famous Painting	A popular portrait of three Akademeia officials painted by a prominent Rubrum artist	15000	1500	At the shop in Meroe, in the Meroe Region
Perfume Set	A sampling of massively trendy fragrances including Love Naturally and Eau de Polyrhythm	3000	300	At the shop in Mi-Go, in the North Togoreth Region
Music Box	An intricate box hiding a delicate doll inside that dances in time with the music	5000	500	At the shop in Rokol, in the Iscah Region
Jewelry Box	An ornate box perfect for storing diamond rings, pearl necklaces, and other overly expensive accessories	12000	1200	At the shop in Meroe, in the Meroe Region
Luconia Doll	A doe-eyed, floppy-eared plushie who has captured the hearts of children across Orience	8000	800	At the shop in Toguagh, in the Eibon Region
Potted Plant	A domesticated cactuar said only to blossom once every thousand years	5000	500	At the shop in Rokol, in the Iscah Region
Wooden Coeurl	An intricate carving whose sensuous curves entice all those with plenty of Gil to spend	10000	1000	At the shop in Toguagh, in the Eibon Region
Crystal Chandelier	A lavishly designed luminaire that seems to glimmer even with the lights off	15000	1500	At the shop in Toguagh, in the Eibon Region
Ruby Necklace	A fancy piece of jewelry featuring a boldly cut ruby pendant sure to catch the eyes of passersby	2000	200	At the shop in Corsi, in the Rubrum Region
Rose Bouquet	A bouquet of freshly-clipped red roses with dewdrops of romance dripping from every petal	1000	100	At the shop in Corsi, in the Rubrum Region
Enamel Purse	A pearly purse perfect for parties, picnics, and just about any other social obligation	6000	600	At the shop in Rokol, in the Iscah Region
Makeup Kit	An all-in-one cosmetic set with eyeshadow and foundation in just the right shades	3000	300	At the shop in Mi-Go, in the North Togoreth Region
Picture Frame	A photo stand embedded with sapphires stunning enough to overshadow the picture on display	3000	300	At the shop in Mi-Go, in the North Togoreth Region
Buttercream Cake	A decadent torte smothered with rich frosting not nearly as sweet as it looks	4000	400	At the shop in Rokol, in the Iscah Region
Bath Set	A sponge and soap set specially designed to leave one's skin feeling silky smooth	6000	600	At the shop in Meroe, in the Meroe Region
Aromatic Oils	A set of scents sure to soothe even the most unsettled of spirits	6000	600	At the shop in Meroe, in the Meroe Region
Pearl Hairpin	A hairclip embedded with pearls that shine enough to make hair seem extra glossy	10000	1000	At the shop in Toguagh, in the Eibon Region
Sexy Swimsuit	A cutesy, cotton-candy pink bikini that leaves too little to the imagination	1500	150	At the shop in Corsi, in the Rubrum Region
Good-Luck Charm	A petite pouch containing dried cactuar petals said to bring good fortune	—	—	Gained as a reward for completing Tokito's Task in the Fountain Courtyard (Chapter 5, second Free Time)
Diamond Ore	A stone custom-ordered for an engagement ring symbolizing an everlasting bond	—	—	In the upper-western treasure chest in area 7 of the Bethnel Caverns
Glass Pendant	A delicate glass ornament featuring an ornately drawn floral pattern	—	—	Gained as a reward for completing the Orderly's Event in the Fountain Courtyard (Chapter 3, first Free Time)

Greens

Item	Description	Buy Price	Sell Price	How to Get
Gysahl Greens	Leafy vegetables that increase the chances of hatching a different type of chocobo	100	10	At the shop in Keziah, in the Togoreth RegionO'bane at the Chocobo Ranch gives ten when first spoken to
Krakka Greens	Leafy vegetables that greatly increase the chances of hatching a different type of chocobo	1000	100	At the shop in Meroe, in the Meroe Region
Tantal Greens	Leafy vegetables that make a chocobo chickling take after its father	100	10	At the shop in Mi-Go, in the North Togoreth Region
Pahsana Greens	Leafy vegetables that make a chocobo chickling take after its mother	100	10	At the shop in Mi-Go, in the North Togoreth Region
Curiel Greens	Leafy vegetables that increase the number of chocobos hatched	—	100	A possible item in area 6 of Corsi Cave
Mimett Greens	Leafy vegetables that increase the chances of hatching a good chocobo	—	200	A possible item in area 6 of Corsi Cave
Reagan Greens	Leafy vegetables that greatly increase the chances of hatching a good chocobo	-	300	Possible contents of the treasure chests in areas 7, 10, and 12 in the Bethnel CavernsPossible contents of the treasure chest in the Innsmouth Coast
Sylkis Greens	Leafy vegetables that maximize the chances of hatching a good chocobo	—	500	A possible item in area 5 of The Valley of MonstersPossible contents of the treasure chest in the Innsmouth Coast
Gyzahl Greens	Leafy vegetables that increase the chances of hatching a whole flock of chocobos	—	500	Old Lorica Region, Deserted House (From your fellow cadets during Chapter 4)Possible contents of the treasure chest in the Innsmouth CoastDefeat 200 enemies with any character (Can be done once per character, awarded on Report Card screen after a mission)



Bestiary

Bestiary Part 1

Using the Bestiary

Enemies are divided into categories as they appear in the game's Rubicus. Some enemies have variants with distinct names, stats, resistances, Phantoma harvest patterns, or—when applicable—items that have a chance to drop when a specific enemy is defeated.

Phantoma harvest patterns indicate possible yields based on enemy type and the method in which the enemy was defeated. For more information, please refer to thePhantoma section of this guide's Rubicus chapter.

Imperial Trooper

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Imperial Trooper	Militesi Controlled Areas; Mission 1-1	240	75	—	28	10	6	Aura, Haste
Straggler	Dominion of Rubrum (after Rubrum takes back control)	240	50	—	28	10	6	Aura, Haste
Imperial Trooper (Leader)	Mission 3-2; Mission 4-1	1,000	75	—	28	10	9	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Imperial Trooper	×0.8	×1.0	×1.0	×1.0
Straggler	×1.0	×1.0	×1.0	×1.0
Imperial Trooper (Leader)	×0.8	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Imperial Trooper	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Straggler	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Imperial Trooper (Leader)	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Imperial Trooper	0	0	0	0	0	0	0
Straggler	0	0	0	0	0	0	0
Imperial Trooper (Leader)	0	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Imperial Trooper	1	0-1	(When Leader) Damage=28%	0	0	0
Straggler	1	0-1	(When Leader) Damage=28%	0	0	0
Imperial Trooper (Leader)	1	0-1	(When Leader) Damage=28%	0	30	2

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Imperial Trooper	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Straggler	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Imperial Trooper (Leader)	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3

Supersoldier

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Supersoldier	Mission 2-2; Mission 2-3	450	90	—	36	10	17	Aura, Haste, Endure
Imperial Commander	Militesi Controlled Areas; Mission 1-1	700	90	—	36	10	22	Aura, Haste, Endure
Imperial Commander	Expert Trial 3-C; Expert Trial 7-G	3,400	27	—	14	2	22	Aura, Haste, Endure
Colonel Buchanan	Expert Trial 5-A	850	90	—	36	10	22	Aura, Haste, Endure
Piett	Mission 4-1	800	135	—	36	60	24	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Supersoldier	×1.0	×1.0	×1.0	×1.0
Imperial Commander	×1.0	×1.0	×1.0	×1.0
Imperial Commander	×1.0	×1.0	×1.0	×1.0
Colonel Buchanan	×1.0	×1.0	×1.0	×1.0
Piett	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Supersoldier	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Imperial Commander	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Imperial Commander	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Colonel Buchanan	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Piett	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Supersoldier	20	20	20	20	20	20	20
Imperial Commander	20	20	20	20	20	20	20
Imperial Commander	60	60	60	60	60	60	60
Colonel Buchanan	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Piett	Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Supersoldier	1	0-3	(When Leader) Damage=28%	20	60	1
Imperial Commander	1	0-3	(When Leader) Damage=28%	20	100	3
Imperial Commander	1	0-3	(When Leader) Damage=28%	60	100	3
Colonel Buchanan	1	0-3	(When Leader) Damage=28%	Immune	100	3
Piett	1	0-3	(When Leader) Damage=28%	Immune	100	3

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Supersoldier	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Imperial Commander	High Level 1	High Level 2	High Level 3
Imperial Commander	High Level 1	High Level 2	High Level 3
Colonel Buchanan	High Level 1	High Level 2	High Level 3
Piett	High Level 1	High Level 2	High Level 3

Imperial Officer

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Imperial Officer	Mission 2-2; Mission 3-2	600	80	—	32	10	13	Aura, Haste, Endure
Imperial Officer	Mission 2-3; Expert Trial 3-C	5,000	100	—	32	30	21	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Imperial Officer	×0.8	×1.0	×1.0	×1.0
Imperial Officer	×0.6	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Imperial Officer	×1.5	×0.8	×0.8	×0.8	×0.8	×0.8
Imperial Officer	×1.15	×0.6	×0.6	×0.6	×0.6	×0.6

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Imperial Officer	0	0	0	0	0	0	0
Imperial Officer	0	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Imperial Officer	1	0-2	Damage =28%	0	120	2
Imperial Officer	1	0-2	Damage =28%	0	120	2

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Imperial Officer	High Level 1	High Level 2	High Level 3
Imperial Officer	High Level 1	High Level 2	High Level 3

Heavy Gunner

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Heavy Gunner	Mission 3-1; Mission 3-2	150	40	–	40	50	16	Aura, Haste, Endure
Second Lieutenant Mauritz	Mission 6-Crimson	600	40	–	40	50	19	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Heavy Gunner	×0.8	×1.0	×1.0	×1.0
Second Lieutenant Mauritz	×0.3	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Heavy Gunner	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Second Lieutenant Mauritz	×2.0	×0.6	×0.6	×0.6	×0.6	×0.6

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Heavy Gunner	20	20	20	20	20	20	20
Second Lieutenant Mauritz	20	20	20	20	20	20	20

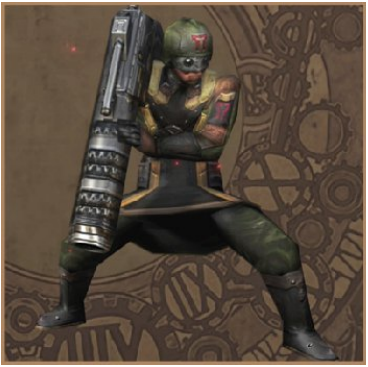
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Heavy Gunner	1	0-2	(When Leader) Damage=28%	20	0	1
Second Lieutenant Mauritz	1	0-2	(When Leader) Damage=28%	20	40	1

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Heavy Gunner	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Second Lieutenant Mauritz	High Level 1	High Level 2	High Level 3

RPG-155 Gunner



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
RPG-155 Gunner	Dominion of Rubrum (under Militesi control); Mission 3-1	120	27	—	28	10	9	Aura, Haste, Endure
Straggler	Dominion of Rubrum (after Rubrum takes back control)	120	36		72	10	9	Aura, Haste, Endure
RPG-155 Gunner (Leader)	Mission 1-1; Mission 3-1	750	30	—	28	10	13	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
RPG-155 Gunner	×0.8	×1.0	×1.0	×1.0
Straggler	×0.3	×0.3	×0.3	×0.3
RPG-155 Gunner (Leader)	×0.8	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
RPG-155 Gunner	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Straggler	×0.3	×0.3	×0.3	×0.3	×0.3	×0.3
RPG-155 Gunner (Leader)	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
RPG-155 Gunner	0	0	0	0	0	0	0
Straggler	50	50	50	50	50	50	50
RPG-155 Gunner (Leader)	0	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
RPG-155 Gunner	1	0-1	(When Leader) Damage=28%	0	0	0
Straggler	1	0-1	(When Leader) Damage=28%	50	0	0
RPG-155 Gunner (Leader)	1	0-1	(When Leader) Damage=28%	0	0	0

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
RPG-155 Gunner	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Straggler	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
RPG-155 Gunner (Leader)	High Level 1	High Level 2	High Level 3

Shock Trooper

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Shock Trooper	Mission 2-2; Mission 3-1	200	60	—	28	10	15	Aura, Haste, Endure
Shock Trooper (Leader)	Mission 3-1; Mission 3-2	700	60	—	28	10	15	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Shock Trooper	×1.0	×1.0	×1.0	×1.0
Shock Trooper (Leader)	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Shock Trooper	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Shock Trooper (Leader)	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Shock Trooper	0	0	0	0	0	0	0
Shock Trooper (Leader)	0	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Shock Trooper	1	0-2	(When Leader) Damage=28%	0	0	1
Shock Trooper (Leader)	1	0-2	(When Leader) Damage=28%	0	0	1

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Shock Trooper	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Shock Trooper (Leader)	High Level 1	High Level 2	High Level 3

Sniper

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 3-Crimson	1	50	–	36	10	18	–

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
–	–	–	–

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
–	–	–	–	–	–

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
—	—	—	—	—	—	—

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
—	—	—	—	—	—

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
—	—	—

Freak

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Supersoldier Akkad	Mission 4-1	20,000	300	—	250	300	42	—
Freak	Blast Site; Expert Trial 7-B	8,000	150	—	50	300	55	—
Freak	Mission 7-Crimson	1,800	40	—	30	300	38	—

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Supersoldier Akkad	×0.3	×1.0	×1.0	×1.0
Freak	×0.3	×1.0	×1.0	×1.0
Freak	×0.3	×1.3	×1.3	×1.3

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Supersoldier Akkad	Immune	Immune	Immune	Immune	Immune	Immune
Freak	Immune	Immune	Immune	Immune	Immune	Immune
Freak	Immune	Immune	Immune	Immune	Immune	Immune

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Supersoldier Akkad	200	200	200	200	200	50	Immune
Freak	200	200	200	200	200	50	Immune
Freak	100	100	100	100	100	50	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Supersoldier Akkad	Immune	Immune	Damage=1-6%	200	Immune	Immune
Freak	Immune	Immune	Damage=1-6%	200	Immune	Immune
Freak	Immune	Immune	Damage=1-6%	100	Immune	Immune

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Supersoldier Akkad	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Freak	High Level 2	High Level 3	High Level 4
Freak	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4

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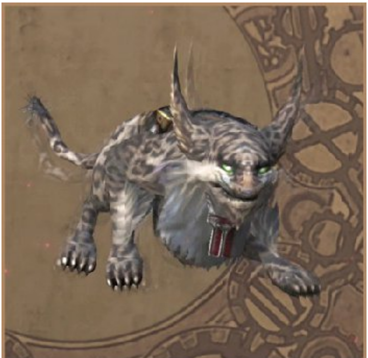


Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 2-3; Mission 3-1	120	100	—	60	0	7	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.3	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.5	×0.7	×0.7	×0.7	×0.7	×0.7

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
0	0	0	0	0	0	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
1	0	(When Leader) Damage=19%	0	0	0

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
Generic Enemy 1	Generic Enemy 2	Generic Enemy 3

Airborne Trooper

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Airborne Trooper	Mission 4-1; Mission 6-1	1,200	40	—	40	30	14	Aura, Haste, Endure
Airborne Trooper (Leader)	Mission 4-1; Mission 6-1	1,900	40	—	40	30	18	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Airborne Trooper	×0.75	×1.0	×1.0	×1.0
Airborne Trooper (Leader)	×0.75	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Airborne Trooper	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Airborne Trooper (Leader)	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Airborne Trooper	0	0	0	Immune	0	0	0
Airborne Trooper (Leader)	30	30	0	Immune	30	20	30

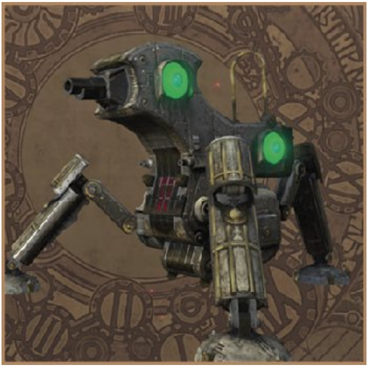
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Airborne Trooper	0.4	2-3	(All Instances Other Than Endless Spawn) Damage≈28%	0	0	1
Airborne Trooper (Leader)	0.4	2-3	(All Instances Other Than Endless Spawn) Damage≈28%	30	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Airborne Trooper	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Airborne Trooper (Leader)	High Level 1	High Level 2	High Level 3

Nymurod



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Nymurod	Mission 1-1; Mission 2-2	1,000	36	—	72	10	10	Aura, Haste, Endure
Nymurod (Leader)	Mission 1-1; Mission 2-2	3,800	36	—	72	10	13	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Nymurod	×0.8	×1.0	×1.0	×1.0
Nymurod (Leader)	×0.8	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Nymurod	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Nymurod (Leader)	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Nymurod	0	0	0	Immune	50	50	Immune
Nymurod (Leader)	0	0	0	Immune	50	50	Immune

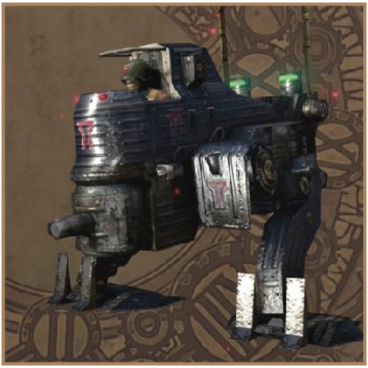
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Nymurod	0.2	5	Damage=28%	50	0	1
Nymurod (Leader)	0.2	5	Damage=28%	50	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Nymurod	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Nymurod (Leader)	High Level 1	High Level 2	High Level 3

Striker



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Striker	Dominion of Rubrum (after Rubrum takes back control); Mission 6-1	600	55	—	40	20	17	Aura, Haste, Endure
Striker (Leader)	Mission 2-3; Mission 6-1	1,950	65	—	40	20	23	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Striker	×0.7	×1.0	×1.0	×1.0
Striker (Leader)	×0.7	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Striker	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Striker (Leader)	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Striker	0	0	0	Immune	0	0	0
Striker (Leader)	0	0	0	Immune	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Striker	0.5	2	(When Leader) Damage=28%	0	0	2
Striker (Leader)	0.5	2	(When Leader) Damage=28%	0	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Striker	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Striker (Leader)	High Level 1	High Level 2	High Level 3

Warrior

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Warrior	Militesi Controlled Areas; Mission 2-3	800	65	—	40	20	16	Aura, Haste, Endure
Warrior (Leader)	Mission 1-1; Mission 2-3	1,500	75	—	40	20	24	Aura, Haste, Endure
Second Lieutenant Achman	Mission 2-Crimson	500	65	—	40	20	16	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Warrior	×0.7	×1.0	×1.0	×1.0
Warrior (Leader)	×0.7	×1.0	×1.0	×1.0
Second Lieutenant Achman	×0.7	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Warrior	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Warrior (Leader)	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Second Lieutenant Achman	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Warrior	0	0	0	Immune	0	0	0
Warrior (Leader)	0	0	0	Immune	0	0	0
Second Lieutenant Achman	0	0	0	Immune	0	0	0

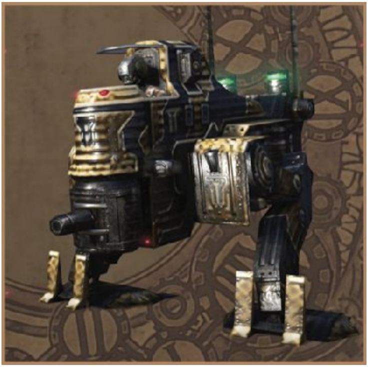
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Warrior	0.5	2	(When Leader) Damage=28%	0	0	2
Warrior (Leader)	0.5	2	(When Leader) Damage=28%	0	50	4
Second Lieutenant Achman	0.5	2	(When Leader) Damage=28%	0	80	15

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Warrior	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Warrior (Leader)	High Level 1	High Level 2	High Level 3
Second Lieutenant Achman	High Level 2*	High Level 3*	High Level 4*

Prometheus



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Prometheus	Dominion of Rubrum (after Rubrum takes back control); Mission 5-1	900	50	—	40	20	19	Aura, Haste, Endure
Prometheus (Leader)	Expert Trial 3-B	1,200	20	—	8	20	27	Aura, Haste, Endure
Lieutenant Hamilton	Mission 2-2	2,600	60	—	40	20	27	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Prometheus	×0.7	×1.0	×1.0	×1.0
Prometheus (Leader)	×2.5	×2.5	×2.5	×2.5
Lieutenant Hamilton	×0.7	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Prometheus	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Prometheus (Leader)	×0.4	×0.5	×0.75	×0.5	×0.5	×0.5
Lieutenant Hamilton	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Prometheus	0	0	0	Immune	0	0	0
Prometheus (Leader)	0	0	0	Immune	0	0	0
Lieutenant Hamilton	0	0	0	Immune	0	0	0

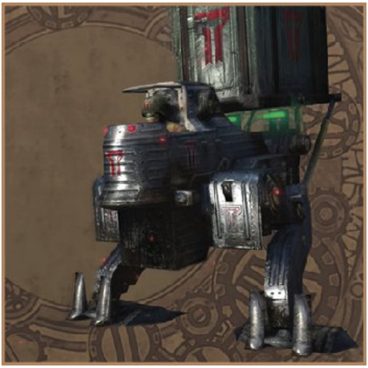
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Prometheus	0.5	2	(When Leader) Damage=28%	0	0	2
Prometheus (Leader)	0.5	2	(When Leader) Damage=28%	0	50	4
Lieutenant Hamilton	0.5	2	(When Leader) Damage=28%	0	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Prometheus	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Prometheus (Leader)	High Level 1	High Level 2	High Level 3
Lieutenant Hamilton	High Level 1	High Level 2	High Level 3

Striker Transport



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 2-Crimson; Expert Trial 3-C	450	40	—	40	20	12	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.7	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
0	0	0	Immune	0	0	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
0.5	2	(When Leader) Damage=28%	0	0	1

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
Generic Enemy 1	Generic Enemy 2	Generic Enemy 3

Colossus

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Colossus	Militesi Controlled Areas; Mission 4-1	2,250	70	—	120	60	38	Aura, Endure
Colossus	Mission 3-2; Expert Trial 7-C	3,800	80	—	120	60	36	Aura, Endure
Colossus (Leader)	Mission 3-2; Mission 4-1	2,500	80	—	120	60	40	Aura, Endure
Colossus (Leader)	Mission 2-Crimson; Expert Trial 3-A	4,500	80	—	120	60	36	Aura, Endure
Major Odilon	Mission 3-1	2,500	80	—	120	58	42	Aura, Endure
Campini Squad	Expert Trial 5-C	4,000	120	—	90	60	36	Aura, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Colossus	×0.75	×1.0	×0.75	×0.75
Colossus	×0.75	×1.0	×0.75	×0.75
Colossus (Leader)	×0.75	×1.0	×0.75	×0.75
Colossus (Leader)	×0.75	×1.0	×0.75	×0.75
Major Odilon	×0.75	×1.0	×1.0	×0.75
Campini Squad	×0.3	×1.4	×1.2	×1.2

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Colossus	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Colossus	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Colossus (Leader)	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Colossus (Leader)	×1.0	×1.0	×1.5	×1.0	×1.0	×1.0
Major Odilon	×1.0	×1.0	×2.0	×1.0	×1.0	×1.0
Campini Squad	×0.4	×0.6	Immune	×0.9	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Colossus	50	50	50	Immune	50	20	100
Colossus	100	100	100	Immune	100	20	100
Colossus (Leader)	50	50	50	Immune	50	20	100
Colossus (Leader)	100	100	100	Immune	100	20	100
Major Odilon	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Campini Squad	100	100	100	Immune	100	20	100

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Colossus	0.2	5-6	Damage=19-28%	200	30	4
Colossus	0.2	5-6	Damage=19-28%	200	80	15
Colossus (Leader)	0.2	5-6	Damage=19-28%	200	50	6
Colossus (Leader)	0.2	5-6	Damage=19-28%	200	80	15
Major Odilon	0.2	5-6	Damage=19-28%	Immune	80	15
Campini Squad	0.2	5-6	Damage=19-28%	200	80	15

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Colossus	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Colossus	High Level 2*	High Level 3*	High Level 4*
Colossus (Leader)	High Level 1	High Level 2	High Level 3
Colossus (Leader)	High Level 2*	High Level 3*	High Level 4*
Major Odilon	High Level 1	High Level 2	High Level 3
Campini Squad	High Level 2*	High Level 3*	High Level 4*

Helldiver

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Helldiver	Mission 6-1; Mission 6-Crimson	1,350	90	—	50	10	32	Aura, Haste, Endure
Helldiver (Leader)	Mission 6-1; Mission 6-Crimson	3,400	90	—	50	10	36	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Helldiver	×0.7	×1.0	×1.0	×1.0
Helldiver (Leader)	×0.7	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Helldiver	×1.0	×1.0	×1.5	×1.0	Immune	×1.3
Helldiver (Leader)	×1.0	×1.0	×1.5	×1.0	Immune	×1.3

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Helldiver	0	0	0	Immune	0	0	0
Helldiver (Leader)	0	0	0	Immune	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Helldiver	0.1	3	Damage=19%	0	50	4
Helldiver (Leader)	0.1	3	Damage=19%	0	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Helldiver	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Helldiver (Leader)	High Level 2*	High Level 3*	High Level 4*

Blackburn

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Colonel Faith	Mission 5-1	3,750	90	—	65	10	0	Aura, Haste, Endure
Colonel Faith	Expert Trial 5-D; Expert Trial 7-J	4,250	120	—	65	10	36	Aura, Haste, Endure
Unidentified MA (Colonel Faith)	Mission 8-1	1,300	65	—	65	10	36	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Colonel Faith	×0.7	×1.0	×1.0	×1.0
Colonel Faith	×0.7	×1.0	×1.0	×1.0
Unidentified MA (Colonel Faith)	×0.7	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Colonel Faith	×1.0	×1.0	×1.5	×1.0	Immune	×1.3
Colonel Faith	×1.0	×1.0	×1.5	×1.0	Immune	×1.3
Unidentified MA (Colonel Faith)	×1.0	×1.0	×1.5	×1.0	Immune	×1.3

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Colonel Faith	Immune	Immune	Immune	Immune	Immune	50	Immune
Colonel Faith	Immune	Immune	Immune	Immune	Immune	50	Immune
Unidentified MA (Colonel Faith)	Immune	Immune	Immune	Immune	Immune	50	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Colonel Faith	0.1	5	Damage=6%	Immune	Immune	Immune
Colonel Faith	0.1	5	Damage=6%	Immune	Immune	10
Unidentified MA (Colonel Faith)	0.1	5	Damage=6%	Immune	Immune	10

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Colonel Faith	—	—	—
Colonel Faith	—	—	—
Unidentified MA (Colonel Faith)	—	—	—

Gabriel

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
General Bashtar	Mission 2-3	3,500	100	—	56	50	46	—
General Bashtar	Mission 7-2	6,000	165	—	64	50	50	—

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
General Bashtar	×1.0	×1.0	×1.0	×1.0
General Bashtar	×0.5	×1.0	×0.5	×0.5

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
General Bashtar	×1.0	×1.0	×1.5	×1.0	Immune	×1.8
General Bashtar	×1.0	×1.0	×1.5	×1.0	Immune	×1.8

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
General Bashtar	Immune	Immune	Immune	Immune	Immune	Immune	Immune
General Bashtar	Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
General Bashtar	1	5	Damage=3-6%	Immune	Immune	Immune
General Bashtar	1	5	Damage=3-6%	Immune	Immune	Immune

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
General Bashtar	–	–	–
General Bashtar	–	–	–

Gabriel (Omega Model)

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Unidentified MA (Colonel Faith)	Mission 8-1	1,300	65	–	65	10	36	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Unidentified MA (Colonel Faith)	×0.7	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Unidentified MA (Colonel Faith)	×1.0	×1.0	×1.5	×1.0	Immune	×1.3

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Unidentified MA (Colonel Faith)	Immune	Immune	Immune	Immune	Immune	50	Immune

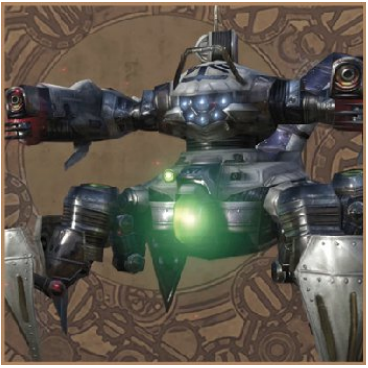
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Unidentified MA (Colonel Faith)	0.1	5	Damage=6%	Immune	Immune	10

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Unidentified MA (Colonel Faith)	—	—	—

Vajra



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 4-1	6,000	120	—	20	50	58	—

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.5	×1.25	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×0.75	×0.75	×1.25	×0.75	×0.75	×0.75

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	5	Damage=5%	Immune	Immune	Immune

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
—	—	—

Dáinsleif

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 1-1	4,500	60	—	100	30	50	Aura, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	50	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	5	Damage=9-13%	Immune	Immune	3

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
—	—	—

Balmung

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 6-1; Mission 3-Crimson	2,750	100	—	100	30	34	Aura, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	50	Immune

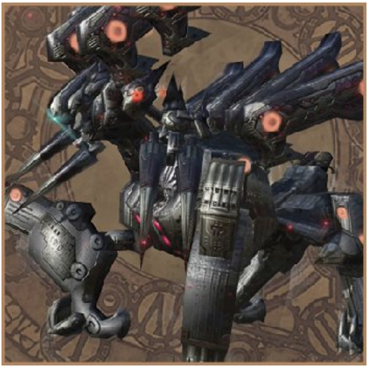
Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	5	Damage=6%	Immune	Immune	20

Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
High Level 2	High Level 3	High Level 4

Brionac



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 3-2	2,750	255	—	20	70	53	—

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.75	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×2.0	×2.0	×2.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=3%	Immune	Immune	Immune

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
—	—	—

Martinet

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 3-1; Mission 3-2	60	60	—	80	0	8	—

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.75	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.5	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
0	0	0	Immune	0	0	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
0.33	1	Only Killsight Appears	0	0	0

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
–	–	–

Panjandrum

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 3-1; Mission 3-2	120	60	–	80	0	5	–

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.75	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×0.75	×1.5	×0.75	×0.75	×0.75

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
0	0	0	Immune	0	0	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
0.33	1	Only Killsight Appears	0	0	0

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
—	—	—

Nomad

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 3-2; Expert Trial 5-D	200	20	—	100	0	6	—

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.75	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
0	0	0	Immune	0	0	0

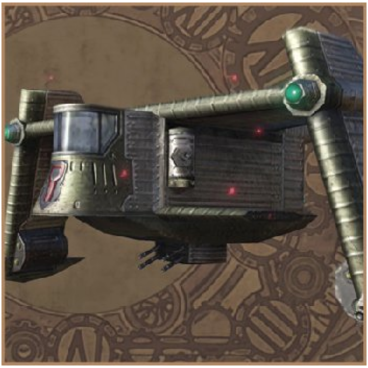
Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
0.33	2	Only Killsight Appears	0	0	0

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
–	–	–

Mid-sized Carrier



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 2-3; Mission 4-1	800	60	–	100	10	13	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.8	×0.8	×0.8	×0.8

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×2.0	×1.0	×1.0	×1.5

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	9	Damage=28%	Immune	0	1

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
Generic Enemy 1	Generic Enemy 2	Generic Enemy 3

Dracoknight

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Dracoknight	Mission 5-2; Mission 7-1	240	50	—	28	10	11	Aura, Haste, Endure
Coastal Warden	Innsmouth Coast	1,500	50	—	28	10	11	Aura, Haste, Endure
Tonogiri	Mission 7-1	2,000	80	—	25	100	28	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Dracoknight	×1.0	×1.0	×1.0	×1.0
Coastal Warden	×1.0	×1.0	×1.0	×1.0
Tonogiri	×0.12	×1.25	×1.25	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Dracoknight	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Coastal Warden	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Tonogiri	×0.25	×0.12	×0.12	×0.12	×0.12	×0.12

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Dracoknight	0	0	0	0	0	0	0
Coastal Warden	0	0	0	0	Immune	0	Immune
Tonogiri	0	0	0	0	0	0	0

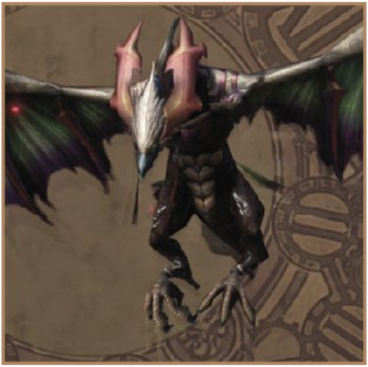
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Dracoknight	1	0-2	(When Leader) Damage=28%	0	0	0
Coastal Warden	Immune	Immune	(When Leader) Damage=28%	Immune	Immune	Immune
Tonogiri	1	0-2	(When Leader) Damage=28%	0	Immune	Immune

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Dracoknight	High Level 2	High Level 3	High Level 4
Coastal Warden	High Level 2	High Level 3	High Level 4
Tonogiri	Argent Phantoma	Argent Phantoma	Argent Phantoma

Wingvern



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Wingvern	Mission 5-2; Mission 7-1	1,200	80	—	60	30	18	Aura, Endure
Wingvern	Mission 8-1	1,200	80	—	60	30	18	Aura, Endure
Wingvern (Leader)	Mission 5-2; Expert Trial 7-E	1,500	90	—	70	30	18	Aura, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Wingvern	×0.75	×1.0	×1.0	×1.0
Wingvern	×0.75	×1.0	×1.0	×1.0
Wingvern (Leader)	×0.75	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Wingvern	×1.8	×1.3	×1.3	×1.3	Immune	×1.5
Wingvern	×1.5	×1.0	×1.0	×1.0	Immune	×1.5
Wingvern (Leader)	×1.2	×0.8	×0.8	×0.8	Immune	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Wingvern	30	30	0	50	30	20	Immune
Wingvern	30	30	0	50	30	20	Immune
Wingvern (Leader)	30	30	0	50	30	20	Immune

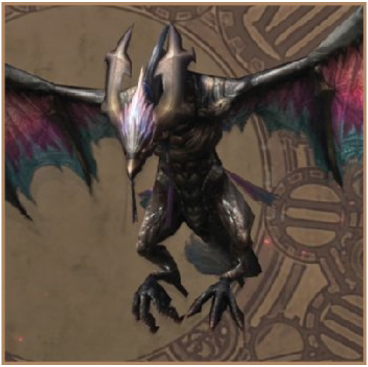
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Wingvern	0.1	2	Damage=28%	30	80	4
Wingvern	0.1	2	Damage=28%	30	80	4
Wingvern (Leader)	0.1	2	Damage=28%	30	80	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Wingvern	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Wingvern	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Wingvern (Leader)	High Level 2	High Level 3	High Level 4

Skyvern



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Skyvern	Expert Trial 7-K; Expert Trial 7-L	1,600	80	—	60	30	18	Aura, Endure
Skyvern	Expert Trial 7-L	15,000	80	—	60	30	18	Aura, Endure
Lesser Lopros	Dragon Sanctuary (Plains); Roshana Province (Plains)	2,000	80	—	60	30	18	Aura, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Skyvern	×0.75	×1.0	×1.0	×1.0
Skyvern	×0.4	×1.0	×1.0	×1.0
Lesser Lopros	×0.75	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Skyvern	×1.8	×1.3	×1.3	×1.3	Immune	×1.5
Skyvern	×0.8	×0.5	×0.5	×0.5	Immune	×0.8
Lesser Lopros	×1.8	×1.3	×1.3	×1.3	Immune	×1.5

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Skyvern	30	30	0	50	30	20	Immune
Skyvern	30	30	0	50	30	20	Immune
Lesser Lopros	30	30	0	50	30	20	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Skyvern	0.1	2	Damage=28%	30	80	4
Skyvern	0.1	2	Damage=2%	30	80	7
Lesser Lopros	0.1	2	Damage=28%	30	80	4

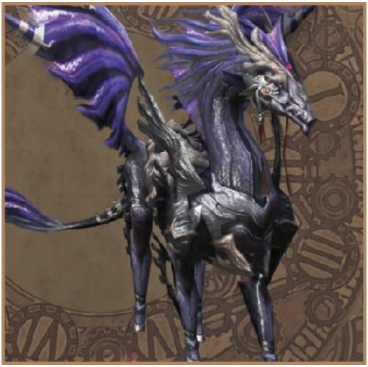
Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Skyvern	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Skyvern	High Level 2	High Level 3	High Level 4
Lesser Lopros	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4

Dropped Items

Enemy Variant	Item 1	Item 2
Skyvern	—	—
Skyvern	—	—
Lesser Lopros	Beast Flesh (50%), Dragon Fangs	Beast Horn (50%), Dragon Fangs

Diepvern



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mikazuchi	Mission 5-2	2,500	90	—	80	100	26	(Only when HP is down to 20%) Aura, Endure
Diepvern	Mission 7-1; Expert Trial 7-K	1,500	90	—	80	50	26	(Only when HP is down to 20%) Aura, Endure
Diepvern	Mission 5-Crimson; Expert Trial 7-F	2,500	90	—	80	50	26	(Only when HP is down to 20%) Aura, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Mikazuchi	×0.75	×0.7	×0.7	×0.7
Diepvern	×0.75	×0.7	×0.7	×0.7
Diepvern	×0.6	×0.7	×0.7	×0.7

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Mikazuchi	×1.8	×1.3	×1.3	×1.3	×1.0	×1.5
Diepvern	×1.8	×1.3	×1.3	×1.3	×1.0	×1.5
Diepvern	×1.2	×0.8	×0.8	×0.8	×0.8	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Mikazuchi	Immune	Immune	Immune	Immune	Immune	Immune	100
Diepvern	30	30	0	50	30	20	30
Diepvern	30	30	0	50	30	20	30

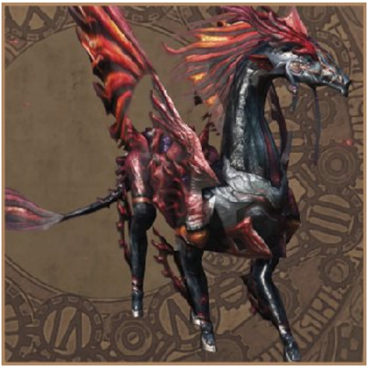
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Mikazuchi	0.1	3	Damage=19%	Immune	200	15
Diepvern	0.1	3	Damage=19%	30	150	10
Diepvern	0.1	3	Damage=19%	30	150	15

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Mikazuchi	High Level 2	High Level 3	High Level 4
Diepvern	High Level 2	High Level 3	High Level 4
Diepvern	High Level 2	High Level 3	High Level 4

Brontovern



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Diepvern	Expert Trial 7-L	18,000	90	—	80	50	30	(Only when HP is down to 20%) Aura, Endure
Gouten	Expert Trial 7-K	3,400	90	—	80	50	28	(Only when HP is down to 20%) Aura, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Diepvern	×0.6	×0.7	×0.7	×0.7
Gouten	×0.75	×0.7	×0.7	×0.7

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Diepvern	×1.2	×0.8	×0.8	×0.8	×0.8	×1.2
Gouten	×1.8	×1.3	×1.3	×1.3	×1.0	×1.5

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Diepvern	30	30	0	50	30	20	30
	30	30	0	50	30	20	30

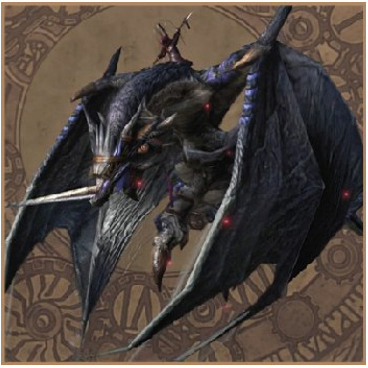
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Diepvern	0.1	3	Damage=2%	30	200	15
Gouten	0.1	3	Damage=19%	30	80	15

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Diepvern	High Level 2	High Level 3	High Level 4
Gouten	High Level 2	High Level 3	High Level 4

Flyvern



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Flyvern	Mission 5-2	10,000	100	—	70	60	28	—
Sanzashi	Mission 5-2	1,200	42	—	100	100	0	—
Flyvern	Expert Trial 7-A	10,000	89	—	60	60	36	—
Dragonier	Expert Trial 7-A	1,200	46	—	100	100	0	—
Kaze	Expert Trial 7-L	20,000	85	—	60	60	36	—
Zenn	Expert Trial 7-L	2,400	44	—	100	100	0	—
Flyvern	Mission 5-Crimson	10,000	90	—	60	60	30	—
Konoha	Mission 5-Crimson	1,200	42	—	100	100	0	—

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Flyvern	×0.5	×0.5	×0.5	×0.5
Sanzashi	×1.0	×1.0	×1.0	×1.0
Flyvern	×0.5	×0.5	×0.5	×0.5
Dragonier	×1.0	×1.0	×1.0	×1.0
Kaze	×0.5	×0.5	×0.5	×0.5
Zenn	×1.0	×1.0	×1.0	×1.0
Flyvern	×0.5	×0.5	×0.5	×0.5
Konoha	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Flyvern	×0.25	×0.25	×0.25	×0.25	×0.25	×0.33
Sanzashi	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0
Flyvern	×0.25	×0.25	×0.25	×0.25	×0.25	×0.33
Dragonier	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0
Kaze	×0.25	×0.25	×0.25	×0.25	×0.25	×0.33
Zenn	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0
Flyvern	×0.25	×0.25	×0.25	×0.25	×0.25	×0.33
Konoha	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Flyvern	Immune	Immune	Immune	Immune	Immune	20	Immune
Sanzashi	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Flyvern	Immune	Immune	Immune	Immune	Immune	20	Immune
Dragonier	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Kaze	Immune	Immune	Immune	Immune	Immune	20	Immune
Zenn	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Flyvern	Immune	Immune	Immune	Immune	Immune	20	Immune
Konoha	Immune	Immune	Immune	Immune	Immune	Immune	Immune

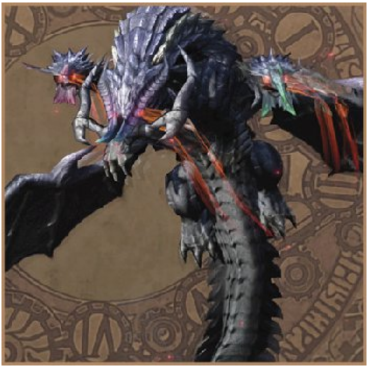
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Flyvern	Immune	99	Damage=1-6%	Immune	Immune	25
Sanzashi	Immune	99	Damage=1-6%	Immune	Immune	20
Flyvern	Immune	99	Damage=1-6%	Immune	Immune	25
Dragonier	Immune	99	Damage=1-6%	Immune	Immune	19
Kaze	Immune	99	Damage=1-6%	Immune	Immune	25
Zenn	Immune	99	Damage=1-6%	Immune	Immune	20
Flyvern	Immune	99	Damage=1-6%	Immune	Immune	25
Konoha	Immune	99	Damage=1-6%	Immune	Immune	20

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Flyvern	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Sanzashi	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Flyvern	High Level 2	High Level 3	High Level 4
Dragonier	High Level 2	High Level 3	High Level 4
Kaze	High Level 2	High Level 3	High Level 4
Zenn	High Level 2	High Level 3	High Level 4
Flyvern	High Level 2	High Level 3	High Level 4
Konoha	High Level 2	High Level 3	High Level 4

Shinryu Celestia



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 5-2	20,000	120	–	100	100	62	–

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.5	×0.7	×0.7	×0.7

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	50	Immune	Immune	Immune

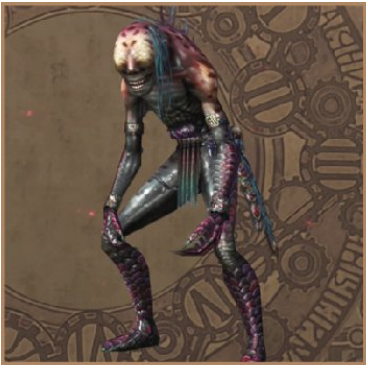
Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	99	Damage=1%	Immune	Immune	Immune

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
—	—	—

Dracobaltian



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Dracobaltian	Mission 5-2; Expert Trial 7-A	250	50	—	28	10	12	Aura, Haste, Endure
Dracobaltian (Large)	Mission 8-1	1,000	50	—	28	10	16	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Dracobaltian	×1.0	×1.0	×1.0	×1.0
Dracobaltian (Large)	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Dracobaltian	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0
Dracobaltian (Large)	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Dracobaltian	0	0	0	0	0	0	0
Dracobaltian (Large)	0	0	0	0	0	0	0

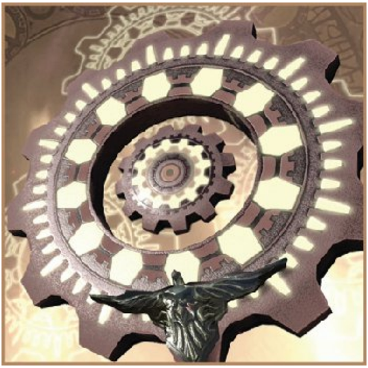
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Dracobaltian	1	1	Only Killsight Appears	0	0	0
Dracobaltian (Large)	1	1	Only Killsight Appears	0	0	0

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Dracobaltian	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Dracobaltian (Large)	High Level 2	High Level 3	High Level 4

Channelgate



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 2-3	2,000	40	–	100	150	0	–

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	Immune

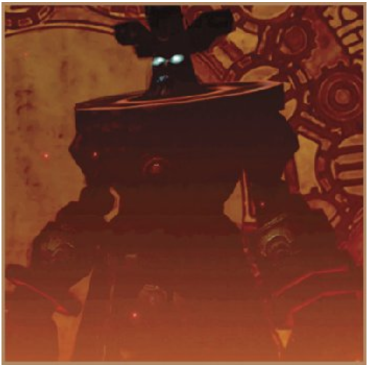
Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
—	—	—	Immune	Immune	Immune

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
—	—	—

Golem



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Golem	Mission 2-3; Mission 2-Crimson	20,000	200	10	150	150	0	—
Golem	Mission 8-1	3,500	200	10	80	130	31	—
Golem	Mission 7-Crimson	2,800	80	10	40	130	36	—

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Golem	×0.2	×0.2	×0.3	×0.2
Golem	×0.2	×0.2	×0.2	×0.2
Golem	×1.2	×1.2	×1.5	×1.2

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Golem	×0.4	×0.4	×0.4	×0.4	Immune	×0.4
Golem	×0.4	×0.4	×0.4	×0.4	Immune	×0.4
Golem	×0.4	×0.4	×0.4	×0.4	Immune	×0.4

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Golem	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Golem	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Golem	Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Golem	0.04	98	Damage=1%	Immune	Immune	Immune
Golem	0.04	98	Damage=1%	Immune	Immune	Immune
Golem	0.04	98	Damage=1%	Immune	Immune	Immune

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Golem	—	—	—
Golem	—	—	—
Golem	—	—	—

Hundlegs

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Hundlegs	Rubrum Region; Mission 3-2	80	40	—	20	0	6	Aura, Haste, Endure
Pricklepede	Expert Trial 7-L	80	40	—	20	0	6	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Hundlegs	×1.0	×1.0	×1.0	×1.0
Pricklepede	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Hundlegs	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Pricklepede	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Hundlegs	0	0	0	0	0	0	0
Pricklepede	Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Hundlegs	1.43	0	Only Killsight Appears	0	0	0
Pricklepede	1.43	0	Only Killsight Appears	Immune	0	1

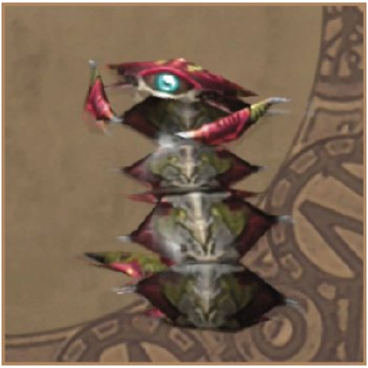
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Hundlegs	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Pricklepede	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*

Dropped Items

Enemy Variant	Item 1	Item 2
Hundlegs	Insect Oil (25%)	–
Pricklepede	–	–

Ankheg



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Jubanla Region; Mission 3-1	85	42	–	22	0	8	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
0	0	0	0	0	0	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
1.43	0	Only Killsight Appears	0	0	0

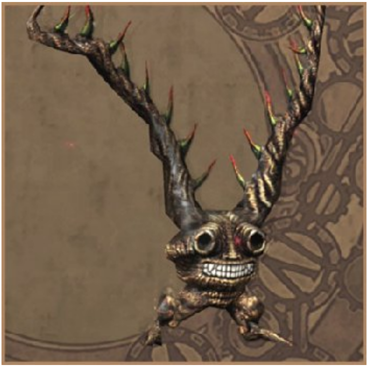
Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
Generic Enemy 1	Generic Enemy 2	Generic Enemy 3

Dropped Items

Item 1	Item 2
Insect Oil (25%)	–

Capparwire



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Capparwire	Togoreth Region; Expert Trial 7-C	150	60	–	20	0	12	Aura, Haste, Endure
Thorndrake	Expert Trial 7-F	150	60	–	20	10	4	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Capparwire	×1.0	×1.0	×1.0	×1.0
Thorndrake	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Capparwire	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Thorndrake	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Capparwire	0	0	0	0	0	0	0
Thorndrake	Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Capparwire	2.5	0	Only Killsight Appears	0	0	0
Thorndrake	2.5	0	Only Killsight Appears	Immune	0	0

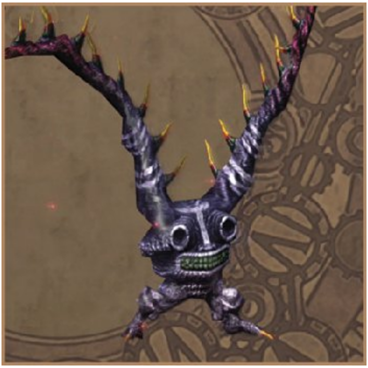
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Capparwire	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Thorndrake	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*

Dropped Items

Enemy Variant	Item 1	Item 2
Capparwire	Tree Sap (25%)	–
Thorndrake	–	–

Mandragora



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Old Lorica Region (After Chpt. 4 Free Time 2); Mission 8-1	50	60	—	20	0	15	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
0	0	0	0	0	0	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
2.5	0	Only Killsight Appears	0	0	0

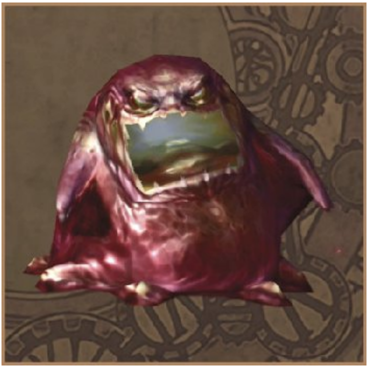
Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
Generic Enemy 1	Generic Enemy 2	Generic Enemy 3

Dropped Items

Item 1	Item 2
Tree Sap (25%)	–

Flame Flan



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Flame Flan	Mission 3-1	400	60	–	70	0	13	Aura, Haste, Endure
Crème Brûlée	Mission 5-2	400	60	–	70	0	13	Aura, Haste, Endure
Inferno	Jubanla Region	2,750	80	–	80	0	18	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Flame Flan	×0.05	×0.15	×0.15	×0.15
Crème Brûlée	×0.05	×0.15	×0.15	×0.15
Inferno	×0.05	×0.15	×0.15	×0.15

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Flame Flan	×0.75 (Absorb)	×2.0	×1.0	×1.0	×0.5	×0.5
Crème Brûlée	×0.75 (Absorb)	×2.0	×1.0	×1.0	×0.5	×0.5
Inferno	×0.75 (Absorb)	×2.0	Immune	Immune	Immune	Immune

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Flame Flan	Immune	0	0	0	0	0	0
Crème Brûlée	Immune	0	0	0	0	0	0
Inferno	Immune	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Flame Flan	1	1-3	Only in Expert Trial 3-D; Damage=19%	0	0	0
Crème Brûlée	1	1-3	—	0	0	0
Inferno	0.1	1-3	Damage=19%	0	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Flame Flan	Fire Type 1	Fire Type 2	Fire Type 3
Crème Brûlée	Fire Type 2*	Fire Type 3*	Fire Type 4*
Inferno	Fire Type 2	Fire Type 3	Fire Type 4

Dropped Items

Enemy Variant	Item 1	Item 2
Flame Flan	Fire Shard (50%)	Flan Ooze (25%)
Crème Brûlée	—	—
Inferno	Flan Ooze (100%)	—

Bestiary Part 2

Ice Flan

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Ice Flan	Rilochy Province (Plains)	400	60	—	70	0	13	Aura, Haste, Endure
Blancmange	Mission 5-2	400	60	—	70	0	13	Aura, Haste, Endure
Asmodeus	West Nesher District (Snowfield)	2,750	120	—	80	0	18	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Ice Flan	×0.05	×0.15	×0.15	×0.15
Blancmange	×0.05	×0.15	×0.15	×0.15
Asmodeus	×0.05	×0.15	×0.15	×0.15

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Ice Flan	×2.0	×0.75 (Absorb)	×1.0	×1.0	×0.5	×0.5
Blancmange	×2.0	×0.75 (Absorb)	×1.0	×1.0	×0.5	×0.5
Asmodeus	×2.0	×0.75 (Absorb)	Immune	Immune	Immune	Immune

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Ice Flan	0	Immune	0	0	0	0	0
Blancmange	0	Immune	0	0	0	0	0
Asmodeus	0	Immune	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Ice Flan	1	1-3	–	0	0	0
Blancmange	1	1-3	–	0	0	0
Asmodeus	0.1	1-3	Damage=19%	0	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Ice Flan	Ice Type 1	Ice Type 2	Ice Type 3
Blancmange	Ice Type 2*	Ice Type 3*	Ice Type 4*
Asmodeus	Ice Type 2	Ice Type 3	Ice Type 4

Dropped Items

Enemy Variant	Item 1	Item 2
Ice Flan	Ice Shard (50%)	Flan Ooze (25%)
Blancmange	–	–
Asmodeus	Flan Ooze (100%)	–

Electric Flan

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Electric Flan	Iscah Region	400	60	–	70	0	13	Aura, Haste, Endure
Gateau Shockalot	Expert Trial 7-D	400	60	–	70	0	13	Aura, Haste, Endure
Kukulcan	Blast Site	2,750	120	–	80	0	18	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Electric Flan	×0.05	×0.15	×0.15	×0.15
Gateau Shockalot	×0.05	×0.15	×0.15	×0.15
Kukulcan	×0.05	×0.15	×0.15	×0.15

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Electric Flan	×1.75	×1.5	×0.75 (Absorb)	×1.0	×0.5	×0.5
Gateau Shockalot	×1.75	×1.5	×0.75 (Absorb)	×1.0	×0.5	×0.5
Kukulcan	×1.75	×1.5	×0.75 (Absorb)	Immune	Immune	Immune

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Electric Flan	0	0	Immune	0	0	0	0
Gateau Shockalot	0	0	Immune	0	0	0	0
Kukulcan	0	0	Immune	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Electric Flan	1	1-3	–	0	0	0
Gateau Shockalot	1	1-3	–	0	0	0
Kukulcan	0.1	1-3	Damage=19%	0	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Electric Flan	Lightning Type 1	Lightning Type 2	Lightning Type 3
Gateau Shockalot	Lightning Type 2*	Lightning Type 3*	Lightning Type 4*
Kukulcan	Lightning Type 2	Lightning Type 3	Lightning Type 4

Dropped Items

Enemy Variant	Item 1	Item 2
Electric Flan	Lightning Shard (50%)	Flan Ooze (25%)
Gateau Shockalot	–	–
Kukulcan	Flan Ooze (100%)	–

Aqua Flan

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Aqua Flan	Togoreth Region	400	60	—	70	0	18	Aura, Haste, Endure
Agave Syrup	Expert Trial 7-E	400	60	—	70	0	18	Aura, Haste, Endure
Zabaione	Togoreth Region (Forest)	2,750	120	—	80	0	22	Aura, Haste, Endure
Megamarina	Innsmouth Region	2,750	120	—	80	0	26	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Aqua Flan	×0.05	×0.15	×0.15	×0.15
Agave Syrup	×0.05	×0.15	×0.15	×0.15
Zabaione	×0.05	×0.15	×0.15	×0.15
Megamarina	×0.05	×0.15	×0.15	×0.15

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Aqua Flan	×1.75	×2.0	×2.25	×0.25 (Absorb)	×0.5	×0.5
Agave Syrup	×1.5	×1.75	×2.0	×0.25 (Absorb)	×0.5	×0.5
Zabaione	×1.5	Immune	×2.0	×0.25 (Absorb)	Immune	Immune
Megamarina	×1.5	×1.75	×2.0	×0.25 (Absorb)	Immune	Immune

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Aqua Flan	Immune	0	0	0	0	0	0
Agave Syrup	Immune	0	0	0	0	0	0
Zabaione	Immune	0	0	0	0	0	0
Megamarina	Immune	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Aqua Flan	1	1-3	—	0	0	0
Agave Syrup	1	1-3	—	0	0	0
Zabaione	0.1	1-3	Damage=19%	0	50	4
Megamarina	0.1	1-3	Damage=19%	0	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Aqua Flan	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Agave Syrup	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*
Zabaione	High Level 1	High Level 2	High Level 3
Megamarina	High Level 1	High Level 2	High Level 3

Dropped Items

Enemy Variant	Item 1	Item 2
Aqua Flan	Ice Shard (50%)	Flan Ooze (25%)
Agave Syrup	–	–
Zabaione	Flan Ooze (100%)	–
Megamarina	Flan Ooze (100%)	–

Evil Eye

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Evil Eye	Rubrum Region	150	50	–	30	80	15	Aura, Haste, Endure
Petrifeye	Mission 5-2	150	50	–	30	80	15	Aura, Haste, Endure
Ahriman	Iscah Region (Forest)	1,500	70	–	30	80	27	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Evil Eye	×1.0	×1.25	×1.25	×1.25
Petrifeye	×1.0	×1.25	×1.25	×1.25
Ahriman	×1.0	×1.25	×1.25	×1.25

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Evil Eye	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2
Petrifeye	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2
Ahriman	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Evil Eye	10	10	10	0	Immune	0	0
Petrifeye	10	10	10	0	Immune	0	0
Ahriman	10	10	10	0	Immune	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Evil Eye	0.5	0-3	—	0	0	0
Petrifeye	0.5	0-3	—	0	0	0
Ahriman	0.1	0-3	Damage=19%	0	0	4

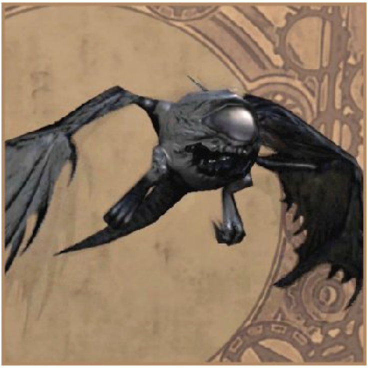
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Evil Eye	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Petrifeye	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*
Ahriman	High Level 1	High Level 2	High Level 3

Dropped Items

Enemy Variant	Item 1	Item 2
Evil Eye	Light Feather (50%)	—
Petrifeye	—	—
Ahriman	Light Feather (50%)	—

Bat Eye



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Bat Eye	Mission 4-1	150	50	—	30	80	13	Aura, Haste, Endure
Toxifeye	Mission 5-2	150	50	—	30	80	13	Aura, Haste, Endure
Vertigo	Rubrum Region (Forest)	1,500	70	—	90	80	24	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Bat Eye	×0.8	×1.25	×1.25	×1.25
Toxifeye	×0.8	×1.25	×1.25	×1.25
Vertigo	×0.8	×1.25	×1.25	×1.25

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Bat Eye	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2
Toxifeye	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2
Vertigo	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Bat Eye	10	10	10	Immune	0	0	0
Toxifeye	10	10	10	Immune	0	0	0
Vertigo	10	10	10	Immune	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Bat Eye	0.5	0-3	–	0	0	0
Toxifeye	0.5	0-3	–	0	0	0
Vertigo	0.1	0-3	Damage=19%	0	50	4

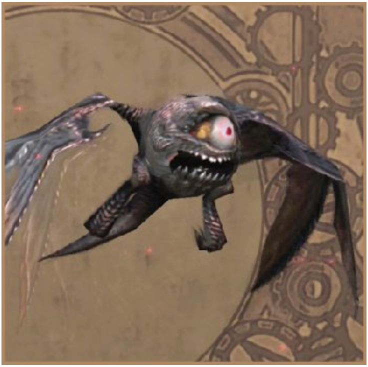
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Bat Eye	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Toxifeye	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*
Vertigo	High Level 1	High Level 2	High Level 3

Dropped Items

Enemy Variant	Item 1	Item 2
Bat Eye	Light Feather (50%)	–
Toxifeye	–	–
Vertigo	Light Feather (100%)	–

Dark Eye



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Dark Eye	Eibon Region	150	50	—	30	80	23	Aura, Haste, Endure
Vilifeye	Mission 7-1	150	50	—	30	80	23	Aura, Haste, Endure
Buer	Eibon Region (Forest)	1,500	70	—	30	80	31	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Dark Eye	×0.8	×1.25	×1.25	×1.25
Vilifeye	×0.8	×1.25	×1.25	×1.25
Buer	×0.8	×1.25	×1.25	×1.25

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Dark Eye	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2
Vilifeye	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2
Buer	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Dark Eye	10	10	10	0	0	0	0
Vilifeye	10	10	10	0	0	0	0
Buer	10	10	10	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Dark Eye	0.5	0-3	—	Immune	0	0
Vilifeye	0.5	0-3	—	Immune	0	0
Buer	0.1	0-3	Damage=19%	Immune	50	4

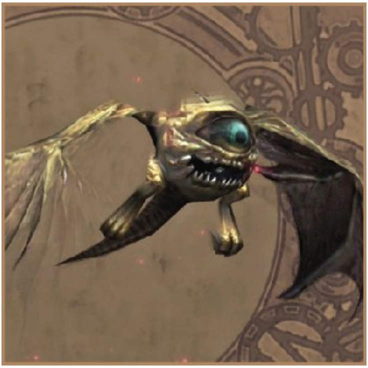
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Dark Eye	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Vilifeye	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*
Buer	High Level 1	High Level 2	High Level 3

Dropped Items

Enemy Variant	Item 1	Item 2
Dark Eye	Light Feather (50%)	—
Vilifeye	—	—
Buer	Light Feather (50%)	—

Floating Eye



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Floating Eye	Cetme District	250	50	—	20	80	19	Aura, Haste, Endure
Plague	Black Tortoise Crevasse	1,500	70	—	20	80	30	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Floating Eye	×0.8	×1.25	×1.25	×1.25
Plague	×0.8	×1.25	×1.25	×1.25

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Floating Eye	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2
Plague	×1.25	×0.8	×0.8	×0.8	×0.8	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Floating Eye	10	10	10	0	0	0	0
Plague	10	10	10	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Floating Eye	0.5	0-3	—	Immune	0	0
Plague	0.1	0-3	Damage=19%	0	50	4

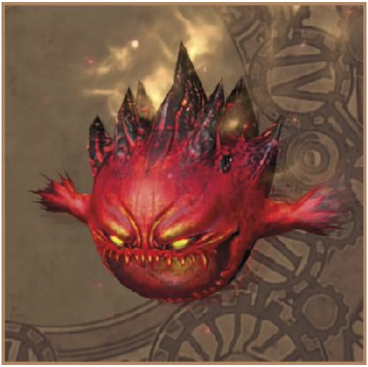
Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Floating Eye	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Plague	High Level 1	High Level 2	High Level 3

Dropped Items

Enemy Variant	Item 1	Item 2
Light Feather (50%)	—	
Light Feather (100%)	—	

Bomb



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Bomb	Rubrum Region	400	55	—	30	0	11	Aura, Haste, Endure
Pyronade	Mission 5-2	400	55	—	30	0	11	Aura, Haste, Endure
Lavaball	Northern Corridor	750	120	—	40	0	19	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Bomb	×1.0	×1.0	×1.0	×1.0
Pyronade	×1.0	×1.0	×1.0	×1.0
Lavaball	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Bomb	×0.3 (Absorb)	×1.5	×0.5	×0.5	×0.5	×1.2
Pyronade	×0.3 (Absorb)	×1.5	×0.5	×0.5	×0.5	×1.2
Lavaball	×0.3 (Absorb)	×1.5	×0.5	×0.5	×0.5	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Bomb	Immune	0	0	0	0	0	0
Pyronade	Immune	0	0	0	0	0	0
Lavaball	Immune	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Bomb	Immune	1-3	—	0	0	0
Pyronade	Immune	1-3	—	0	0	0
Lavaball	Immune	1-3	Damage=19%	0	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Bomb	Fire Type 1	Fire Type 2	Fire Type 3
Pyronade	Fire Type 2*	Fire Type 3*	Fire Type 4*
Lavaball	Fire Type 2	Fire Type 3	Fire Type 4

Dropped Items

Enemy Variant	Item 1	Item 2
Bomb	Fire Shard (50%)	Bomb Core (25%)
Pyronade	—	—
Lavaball	Bomb Core (100%)	—

Ice Bomb

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Ice Bomb	Meroë Region (Snowfield)	400	55	—	30	0	11	Aura, Haste, Endure
Cryonade	Mission 5-2	400	55	—	30	0	11	Aura, Haste, Endure
Krysta	Cetme District (Snowfield)	750	120	—	40	0	19	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Ice Bomb	×1.0	×1.0	×1.0	×1.0
Cryonade	×1.0	×1.0	×1.0	×1.0
Krysta	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Ice Bomb	×1.5	×0.3 (Absorb)	×0.5	×0.5	×0.5	×1.2
Cryonade	×1.5	×0.3 (Absorb)	×0.5	×0.5	×0.5	×1.2
Krysta	×1.5	×0.3 (Absorb)	×0.5	×0.5	×0.5	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Ice Bomb	0	Immune	0	0	0	0	0
Cryonade	0	Immune	0	0	0	0	0
Krysta	0	Immune	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Ice Bomb	Immune	1-3	—	0	0	0
Cryonade	Immune	1-3	—	0	0	0
Krysta	Immune	1-3	Damage=19%	0	50	4

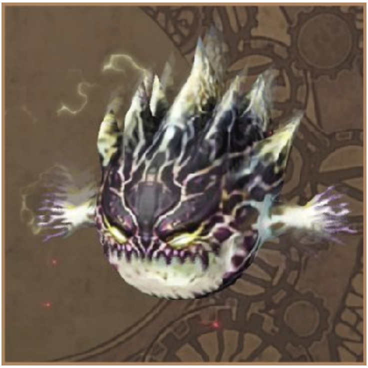
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Ice Bomb	Ice Type 1	Ice Type 2	Ice Type 3
Cryonade	Ice Type 2*	Ice Type 3*	Ice Type 4*
Krysta	Ice Type 2	Ice Type 3	Ice Type 4

Dropped Items

Enemy Variant	Item 1	Item 2
Ice Bomb	Ice Shard (50%)	Bomb Core (25%)
Cryonade	—	—
Krysta	Bomb Core (100%)	—

Thunder Bomb



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Thunder Bomb	Northern Corridor	400	55	—	30	0	11	Aura, Haste, Endure
Thunder Bomb	Mission 8-1	800	120	—	40	0	19	Aura, Haste, Endure
Galvanade	Expert Trial 7-D	400	55	—	30	0	11	Aura, Haste, Endure
Perkunas	North Togoreth Region	800	120	—	40	0	19	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Thunder Bomb	×1.0	×1.0	×1.0	×1.0
Thunder Bomb	×1.0	×1.0	×1.0	×1.0
Galvanade	×1.0	×1.0	×1.0	×1.0
Perkunas	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Thunder Bomb	×1.0	×1.0	×0.3 (Absorb)	×0.5	×0.5	×1.2
Thunder Bomb	×1.0	×1.0	×0.3 (Absorb)	×0.5	×0.5	×1.2
Galvanade	×1.0	×1.0	×0.3 (Absorb)	×0.5	×0.5	×1.2
Perkunas	×1.0	×1.0	×0.3 (Absorb)	×0.5	×0.5	×1.2

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Thunder Bomb	0	0	Immune	0	0	0	0
Thunder Bomb	0	0	Immune	0	0	0	0
Galvanade	0	0	Immune	0	0	0	0
Perkunas	0	0	Immune	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Thunder Bomb	Immune	1-3	–	0	0	0
Thunder Bomb	Immune	1-3	–	0	50	4
Galvanade	Immune	1-3	–	0	0	0
Perkunas	Immune	1-3	Damage =19%	0	50	4

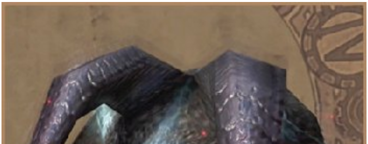
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Thunder Bomb	Lightning Type 1	Lightning Type 2	Lightning Type 3
Thunder Bomb	Lightning Type 2	Lightning Type 3	Lightning Type 4
Galvanade	Lightning Type 2*	Lightning Type 3*	Lightning Type 4*
Perkunas	Lightning Type 2	Lightning Type 3	Lightning Type 4

Dropped Items

Enemy Variant	Item 1	Item 2
Thunder Bomb	Lightning Shard (50%)	Bomb Core (25%)
Thunder Bomb	Bomb Core (100%)	–
Galvanade	–	–
Perkunas	Bomb Core (100%)	–

Doublicorn



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Doublicorn	Cetme District; Azurr District	800	80	–	80	0	29	Aura, Haste, Endure
Demonicorn	Mission 2-3	400	80	–	80	0	25	Aura, Haste, Endure
Demonicorn	Mission 5-2; Mission 5-Crimson	800	80	–	80	0	25	Aura, Haste, Endure
Demonicorn	Mission 2-Crimson	600	100	–	100	0	33	Aura, Haste, Endure
Great Tauricorn	Iscah Region; Togoreth Region	2,750	100	–	100	0	33	Aura, Haste, Endure
Dualistag	Mission 7-1	1,200	80	–	80	0	33	Aura, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Doublicorn	×0.6	×1.0	×0.8	×0.8
Demonicorn	×0.8	×1.0	×0.8	×0.8
Demonicorn	×0.6	×1.0	×0.8	×0.8
Demonicorn	×0.6	×1.0	×0.8	×0.8
Great Tauricorn	×0.6	×1.0	×0.8	×0.8
Dualistag	×0.8	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Doublicorn	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0
Demonicorn	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0
Demonicorn	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0
Demonicorn	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0
Great Tauricorn	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0
Dualistag	×1.0	×0.7	×0.7	×0.7	×0.7	×0.7

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Doublicorn	0	0	0	0	0	0	0
Demonicorn	Immune	Immune	Immune	Immune	Immune	Immune	100
Demonicorn	0	0	0	0	0	0	0
Demonicorn	0	0	0	0	0	0	0
Great Tauricorn	0	0	0	0	0	0	0
Dualistag	0	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Doublicorn	0.5	3	–	0	0	1
Demonicorn	0.5	3	–	Immune	50	2
Demonicorn	0.5	3	–	0	0	1
Demonicorn	0.5	3	–	0	0	1
Great Tauricorn	0.1	3	Damage=16%	0	80	8
Dualistag	0.1	3	Damage=16%	0	80	8

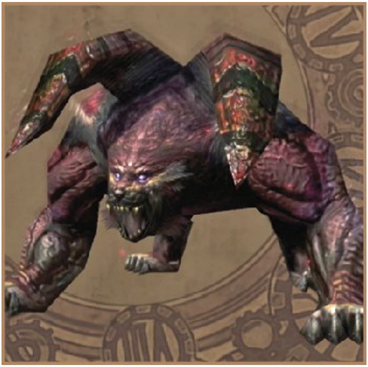
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Doublicorn	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Demonicorn	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Demonicorn	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*
Demonicorn	Generic Enemy 1*	Generic Enemy 2*	Generic Enemy 3*
Great Tauricorn	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Dualistag	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*

Dropped Items

Enemy Variant	Item 1	Item 2
Doublicorn	Thick Hide (50%)	–
Demonicorn	–	–
Demonicorn	–	–
Demonicorn	–	–
Great Tauricorn	Beast Horn (50%)	Thick Hide (50%)
Dualistag	–	–

Diceratops



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Dicertatops	Jubanla Region; Mission 3-1	800	80	—	80	0	29	Aura, Haste, Endure
Red Demonicorn	Mission 7-1	3,000	120	—	80	0	29	Aura, Endure
Juggernaut	Blast Site	2,300	100	—	100	0	33	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Dicertatops	×0.6	×1.0	×0.8	×0.8
Red Demonicorn	×0.6	×0.85	×0.7	×0.7
Juggernaut	×0.6	×1.0	×0.8	×0.8

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Dicertatops	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0
Red Demonicorn	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0
Juggernaut	×1.5	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Dicertatops	0	0	0	0	0	0	0
Red Demonicorn	0	0	0	0	0	0	0
Juggernaut	0	0	0	0	0	0	0

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Dicertatops	0.5	3	–	0	0	1
Red Demonicorn	0.1	3	Damage=16%	0	80	8
Juggernaut	0.1	3	Damage=16%	0	80	8

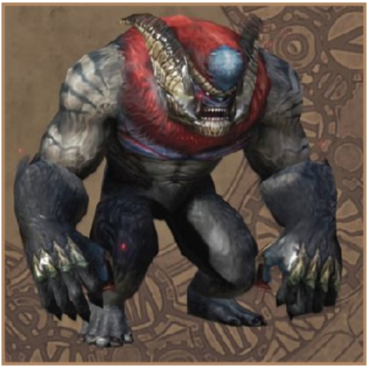
Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Dicertatops	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Red Demonicorn	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*
Juggernaut	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4

Dropped Items

Enemy Variant	Item 1	Item 2
Dicertatops	Thick Hide (50%)	–
Red Demonicorn	–	–
Juggernaut	Beast Horn (50%)	Thick Hide (50%)

Wendigo



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Wendigo	Dragon Sanctuary (Forest); West Nesher District	3,500	55	—	55	0	32	Aura, Haste, Endure
Glasya Labolas	Cetme District; Tower of Agito	4,250	65	—	55	0	32	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Wendigo	×1.0	×1.0	×1.0	×1.0
Glasya Labolas	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Wendigo	×1.5	×1.5	×1.0	×1.0	×1.5	×1.5
Glasya Labolas	×1.5	×1.5	×1.0	×1.0	×1.5	×1.5

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Wendigo	30	30	30	0	30	0	30
Glasya Labolas	30	30	30	0	30	0	30

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Wendigo	0.1	3	Damage=19-28%	30	50	4
Glasya Labolas	Immune	3	Damage=19-28%	30	50	4

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Wendigo	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Glasya Labolas	High Level 2	High Level 3	High Level 4

Dropped Items

Enemy Variant	Item 1	Item 2
Wendigo	Fury Bristle (50%)	—
Glasya Labolas	Fury Bristle (75%)	Beast Flesh (25%)

Snow Giant

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Snow Giant	Mission 4-1	4,250	50	—	50	0	32	Aura, Haste, Endure
Snow Giant	Azurr District; Expert Trial 7-C	2,750	45	—	45	0	32	Aura, Haste, Endure
Snow Giant	Expert Trial 7-C	14,000	120	—	60	0	40	Aura, Haste, Endure
Snowsquatch	Mission 5-2; Mission 7-1	4,250	50	—	50	0	32	Aura, Haste, Endure
Sledgefist Giant	Mission 4-Crimson	27,400	160	—	200	0	40	Aura, Haste, Endure
Sasquatch	Azurr District	4,250	50	—	50	0	36	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Snow Giant	×1.0	×1.0	×1.0	×1.0
Snow Giant	×1.0	×1.0	×1.0	×1.0
Snow Giant	×1.0	×1.0	×1.0	×1.0
Snowsquatch	×1.0	×1.0	×1.0	×1.0
Sledgefist Giant	×0.4	×0.4	×0.4	×0.4
Sasquatch	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Snow Giant	×2.5	Immune	×0.75	×1.0	×1.0	×1.0
Snow Giant	×2.5	Immune	×0.75	×1.0	×1.0	×1.0
Snow Giant	×2.5	Immune	×0.75	×1.0	×1.0	×1.0
Snowsquatch	×2.5	Immune	×0.75	×1.0	×1.0	×1.0
Sledgefist Giant	×1.2	Immune	×0.4	×0.4	×0.4	×0.4
Sasquatch	×2.5	Immune	×0.75	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Snow Giant	30	Immune	30	0	30	0	30
Snow Giant	30	Immune	30	0	30	0	30
Snow Giant	100	Immune	100	100	100	50	100
Snowsquatch	30	Immune	30	0	30	0	30
Sledgefist Giant	100	Immune	100	100	100	50	100
Sasquatch	30	Immune	30	0	30	0	30

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Snow Giant	0.1	3	Damage=19-28%	30	50	4
Snow Giant	0.1	3	Damage=19-28%	30	50	4
Snow Giant	0.1	3	Damage=3%	100	150	15
Snowsquatch	0.1	3	Damage=19-28%	30	50	4
Sledgefist Giant	0.1	3	Damage=3%	100	150	20
Sasquatch	Immune	3	Damage=19-28%	30	50	4

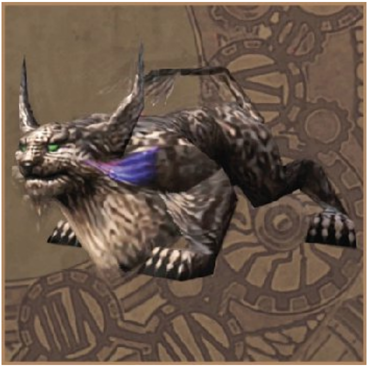
Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Snow Giant	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Snow Giant	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Snow Giant	High Level 2	High Level 3	High Level 4
Snowsquatch	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Sledgefist Giant	High Level 2	High Level 3	High Level 4
Sasquatch	High Level 2	High Level 3	High Level 4

Dropped Items

Enemy Variant	Item 1	Item 2
Snow Giant	—	—
Snow Giant	Fury Bristle (75%)	Beast Flesh (25%)
Snow Giant	Fury Bristle (75%)	Beast Flesh (25%)
Snowsquatch	—	—
Sledgefist Giant	Fury Bristle (75%)	Beast Flesh (25%)
Sasquatch	Fury Bristle (75%)	Beast Flesh (25%)

Lesser Coeurl



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Lesser Coeurl	Meroë Region (Snowfield); Corsi Cave	120	75	—	60	10	7	Aura, Haste, Endure
Lesser Coeurl (Leader)	Corsi Cave	600	100	—	60	70	11	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Lesser Coeurl	×1.0	×1.0	×1.0	×1.0
Lesser Coeurl (Leader)	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Lesser Coeurl	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0
Lesser Coeurl (Leader)	×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Lesser Coeurl	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Lesser Coeurl (Leader)	Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Lesser Coeurl	1	0	(When Leader) Damage=19%	Immune	0	0
Lesser Coeurl (Leader)	1	0	(When Leader) Damage=19%	Immune	50	2

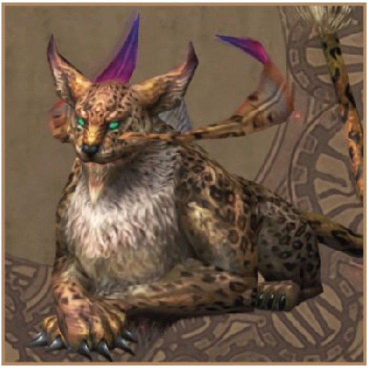
Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Lesser Coeurl	Generic Enemy 1	Generic Enemy 2	Generic Enemy 3
Lesser Coeurl (Leader)	High Level 1	High Level 2	High Level 3

Dropped Items

Enemy Variant	Item 1	Item 2
Lesser Coeurl	–	–
Lesser Coeurl (Leader)	Pretty Pelt (100%)	–

Coeurl



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Corsi Cave; Tower of Agito	1,600	50	–	28	10	16	Aura

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	Immune

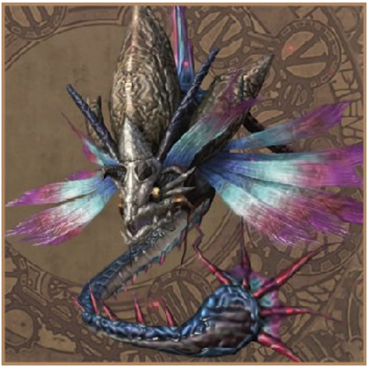
Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	0	Damage=6%	Immune	200	4

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
High Level 1	High Level 2	High Level 3

Marduk



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Rilochy Province (Forest); Mission 3-2	8,000	150	—	100	50	28	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.5	×1.0	×0.75	×0.75

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.25	×0.5	×1.0	×0.5	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	50	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=13%	Immune	Immune	100

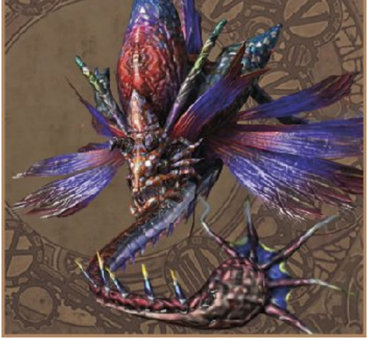
Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
Generic Enemy 1	Generic Enemy 2	Generic Enemy 3

Dropped Items

Item 1	Item 2
Beast Horn (50%)	Light Feather (50%)

Mushussu



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mount Jubanla; Tower of Agito	5,250	160	—	110	55	34	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.5	×1.0	×0.75	×0.75

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.25	×0.5	×1.0	×0.5	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	50	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=13%	Immune	Immune	100

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
Generic Enemy 1	Generic Enemy 2	Generic Enemy 3

Dropped Items

Item 1	Item 2
Beast Horn (50%)	Light Feather (50%)

Behemoth

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Behemoth	Bethnel Caverns; Mission 4-1	4,250	110	—	55	30	28	Aura, Haste, Endure
Behemash	Mission 5-2; Mission 5-Crimson	5,000	100	—	55	30	28	Aura, Haste, Endure
Behemash	Expert Trial 7-D	6,250	125	—	55	30	32	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Behemoth	×0.6	×1.0	×1.0	×1.0
Behemash	×0.6	×1.0	×1.0	×1.0
Behemash	×0.6	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Behemoth	×0.6	×0.6	×0.6	×0.6	×0.6	×0.6
Behemash	×0.6	×0.6	×0.6	×0.6	×0.6	×0.6
Behemash	×0.6	×0.6	×0.6	×0.6	×0.6	×0.6

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Behemoth	200	200	200	200	200	50	100
Behemash	200	200	200	200	200	50	100
Behemash	200	200	200	200	200	50	100

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Behemoth	Immune	4	Damage=19%	200	Immune	5
Behemash	Immune	4	Damage=19%	200	Immune	4
Behemash	Immune	4	Damage=6%	200	Immune	10

Phantoma Harvest Pattern

Enemy Variant	Level 1-23(*Level 1-50)	Level 24-52(*Level 51-80)	Level 53+(*Level 81+)
Behemoth	High Level 1	High Level 2	High Level 3
Behemash	Generic Enemy 2*	Generic Enemy 3*	Generic Enemy 4*
Behemash	High Level 1	High Level 2	High Level 3

Dropped Items

Enemy Variant	Item 1	Item 2
Behemoth	Beast Horn (50%)	Beast Flesh (50%)
Behemash	—	—
Behemash	—	—

Behemoth King

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Veill Desolands; Bethnel Caverns	6,000	150	—	55	30	42	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.35	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×0.6	×0.5	×0.4	×0.4	×0.5	×0.4

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
200	200	200	200	200	50	100

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	4	Damage=2%	200	Immune	5

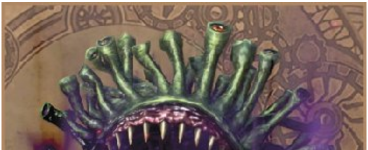
Phantoma Harvest Pattern

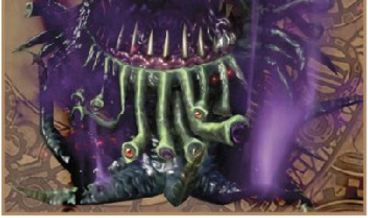
Level 1-50	Level 51-80	Level 81+
Generic Enemy 2	Generic Enemy 3	Generic Enemy 4

Dropped Items

Item 1	Item 2
Beast Horn (50%)	Beast Flesh (50%)

Malboro





Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Eibon Region; Roshana Province	5,250	50	—	60	30	30	—

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.1	×0.1	×0.1	×0.1

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	50	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
0.08	3	Damage=3-6%	Immune	Immune	50

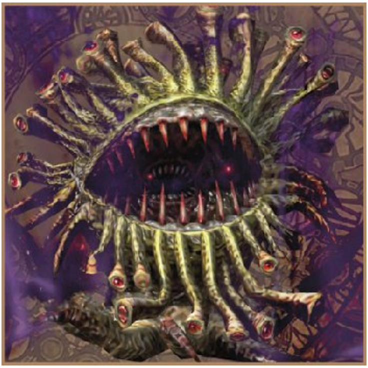
Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 2	Generic Enemy 3	Generic Enemy 4

Dropped Items

Item 1	Item 2
Beast Flesh (100%)	—

Great Malboro



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Dragon Sanctuary; Valley of Monsters	4,000	55	—	65	35	36	—

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.1	×0.1	×0.1	×0.1

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	50	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
0.08	3	Damage=3-6%	Immune	Immune	50

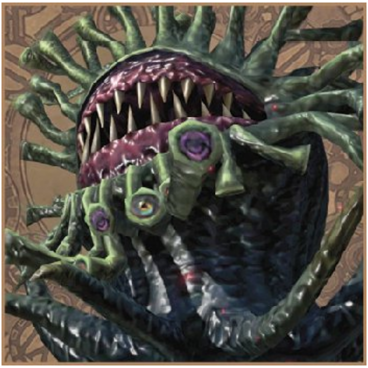
Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Dropped Items

Item 1	Item 2
Beast Flesh (100%)	—

Cosmic Malboro



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Tower of Agito	7,000	60	—	70	40	84	—

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×2.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	50	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=3-6%	Immune	Immune	Immune

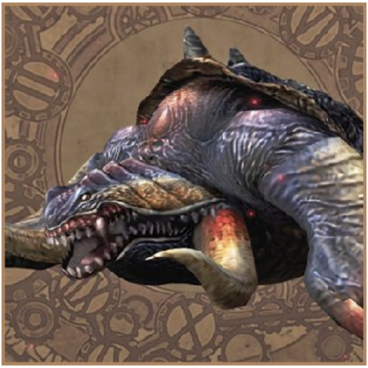
Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Dropped Items

Item 1	Item 2
Beast Flesh (100%)	—

Adamantortoise



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Adamantortoise	Dragon Sanctuary	3,500	60	—	200	80	32	Aura, Endure
Jossai	Expert Trial 7-E	20,000	35	—	250	160	38	Aura, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Adamantortoise	×0.75	×1.0	×1.0	×1.0
Jossai	×0.6	×0.8	×0.8	×0.8

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Adamantortoise	×0.5	×1.5	×0.75	×0.5	×1.0	×1.0
Jossai	×0.45	×1.2	×0.6	×0.45	×0.8	×0.8

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Adamantortoise	200	200	200	200	200	100	Immune
Jossai	200	200	200	200	200	100	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Adamantortoise	Immune	Immune	Damage=13%	200	Immune	50
Jossai	Immune	Immune	Damage=13%	200	Immune	50

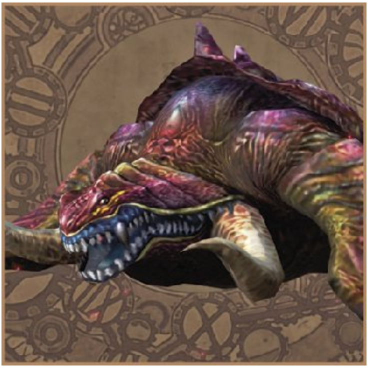
Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Adamantortoise	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Jossai	High Level 2	High Level 3	High Level 4

Dropped Items

Enemy Variant	Item 1	Item 2
Adamantortoise	Turtle Shell (100%)	—
Jossai	—	—

Adamantoise



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Innsmouth Coast	4,300	65	—	205	85	48	Aura, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.75	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×0.5	×1.5	×0.75	×0.5	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
200	200	200	200	200	100	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=13%	200	Immune	50

Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Dropped Items

Item 1	Item 2
Turtle Shell (100%)	–

Sandworm

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Berith Desert	2,750	50	–	50	50	42	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.6	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×0.6	×2.0	×1.0	×1.0	Immune	Immune

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	30	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=13%	100	Immune	Immune

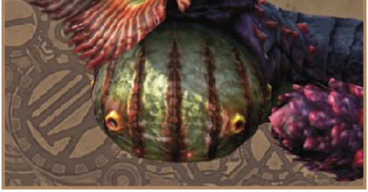
Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 2	Generic Enemy 3	Generic Enemy 4

Dropped Items

Item 1	Item 2
Beast Flesh (100%)	–

Landworm



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Berith Desert	3,750	55	—	55	55	48	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×0.6	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×0.6	×2.0	×1.0	×1.0	Immune	Immune

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	30	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=13%	100	Immune	Immune

Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Dropped Items

Enemy Variant	Item 1	Item 2
Beast Flesh (100%)	—	

Iron Giant

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Silent Key	3,000	130	–	70	80	33	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×0.6	×1.0	×1.0	Immune

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=6%	Immune	50	4

Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Dropped Items

Item 1	Item 2	Item 3	Item 4
Mega-Potion (50%)	X-Potion (25%)	Hi-Potion (12.5%)	Megalixir (12.5%)

Red Giant

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Silent Key	3,500	135	—	75	85	33	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×0.6	×1.0	×1.0	Immune

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=6%	Immune	50	4

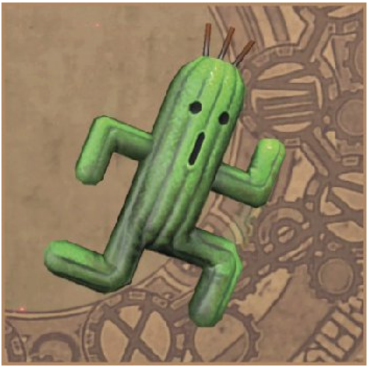
Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Dropped Items

Item 1	Item 2	Item 3	Item 4
Mega-Potion (50%)	X-Potion (25%)	Hi-Potion (12.5%)	Megalixir (12.5%)

Cactuar



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Berith Desert; Iscah Region	2,000	20	—	20	50	128	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
100	100	100	100	100	50	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
1	0	Damage=28%	100	50	4

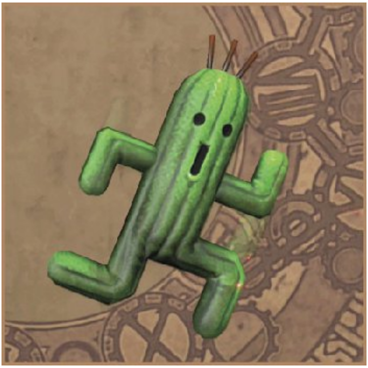
Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 2	Generic Enemy 3	Generic Enemy 4

Dropped Items

Item 1	Item 2
Cactus Spine (25%)	—

Kactuar



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Old Lorica Region	2,000	22	—	22	55	128	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
100	100	100	100	100	50	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
1	0	Damage=28%	100	50	4

Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 2	Generic Enemy 3	Generic Enemy 4

Dropped Items

Item 1	Item 2
Cactus Spine (100%)	—

Blooming Cactuar

Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Berith Desert; Roshana Province	2,000	24	—	24	60	255	Aura, Haste, Endure

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
100	100	100	100	100	50	0

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
1	0	Damage=28%	100	130	13

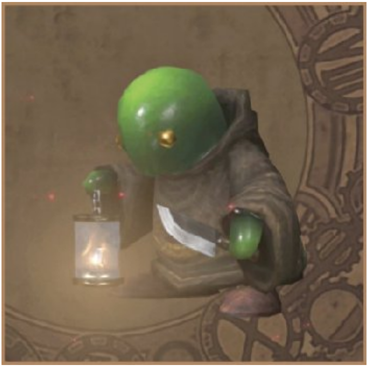
Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Dropped Items

Item 1	Item 2
Cactus Spine (100%)	—

Tonberry



Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Tonberry	Tower of Agito; Mission 4-Crimson	2,000	120	—	80	120	1	Aura, Haste, Endure
Tonberry (Large)	Mission 8-1	2,850	130	—	90	130	1	Aura, Haste, Endure

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Tonberry	×1.0	×1.0	×1.0	×1.0
Tonberry (Large)	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Tonberry	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0
Tonberry (Large)	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Tonberry	100	100	100	100	100	50	100
Tonberry (Large)	100	100	100	100	100	50	100

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Tonberry	1.25	0	Damage=19%	100	80	7
Tonberry (Large)	1	0	Damage=19%	100	200	20

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Tonberry	Generic Enemy 2	Generic Enemy 3	Generic Enemy 4
Tonberry (Large)	Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Dropped Items

Enemy Variant	Item 1	Item 2
Tonberry	Anima Lantern (50%)	—
Tonberry (Large)	Anima Lantern (50%)	—

The Nox Suzaku

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Unidentified Target (Nox Suzaku)	Mission 1-1	500	20	1,400	300	70	0	—
Nox Suzaku	Abyssal Darkness	1,300	0	120	90	120	48	—

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Unidentified Target (Nox Suzaku)	×1.0 (Absorb)	×1.0 (Absorb)	×1.0 (Absorb)	×1.0 (Absorb)
Nox Suzaku	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Unidentified Target (Nox Suzaku)	×1.0 (Absorb)	×1.0 (Absorb)	×1.0 (Absorb)	×1.0 (Absorb)	×1.0 (Absorb)	×1.0 (Absorb)
Nox Suzaku	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Unidentified Target (Nox Suzaku)	Immune	Immune	Immune	Immune	Immune	Immune	Immune
Nox Suzaku	Immune	Immune	Immune	Immune	Immune	Immune	Immune

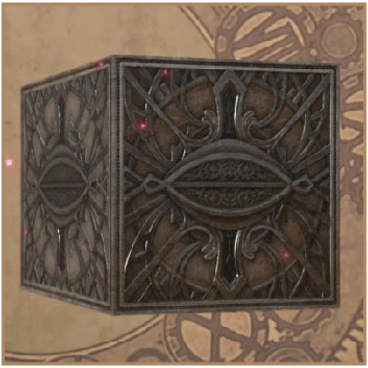
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Unidentified Target (Nox Suzaku)	Immune	Immune	Damage=5%	Immune	Immune	Immune
Nox Suzaku	Immune	Immune	Damage=5%	Immune	Immune	Immune

Phantoma Harvest Pattern

Enemy Variant	Level 1-23	Level 24-52	Level 53+
Unidentified Target (Nox Suzaku)	–	–	–
Nox Suzaku	–	–	–

Cube



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 8-1	1,000	35	–	100	50	28	–

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×2.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
—	—	—	Immune	50	4

Phantoma Harvest Pattern

Level 1-23	Level 24-52	Level 53+
—	—	—

Rursan Reaver (1)

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Rursan Reaver (1)	Mission 8-1	2,750	100	—	100	50	25	—
Rursan Reaver (1)	Mission 8-1 (Chapter of Darkness)	2,750	2,000	—	150	150	25	—

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Rursan Reaver (1)	×1.0	×1.0	×1.0	×1.0
Rursan Reaver (1)	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Rursan Reaver (1)	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0
Rursan Reaver (1)	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Rursan Reaver (1)	100	100	100	100	100	100	Immune
Rursan Reaver (1)	100	100	100	100	100	100	Immune

Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Rursan Reaver (1)	Immune	Immune	Damage=13%	Immune	Immune	Immune
Rursan Reaver (1)	Immune	Immune	Damage=13%	Immune	Immune	Immune

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Rursan Reaver (1)	Generic Enemy 3	Generic Enemy 4	Generic Enemy 5
Rursan Reaver (1)	Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

Rursan Reaver (2)

Basic Information

Enemy Variant	Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Rursan Reaver (2)	Mission 8-1	3,750	100	—	100	50	30	—
Rursan Reaver (2)	Mission 8-1 (Chapter of Darkness)	3,750	2,000	—	150	150	30	—

Physical Resistances

Enemy Variant	Ballistic	Impact	Piercing	Cleaving
Rursan Reaver (2)	×1.0	×1.0	×1.0	×1.0
Rursan Reaver (2)	×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Enemy Variant	Fire	Ice	Lightning	Water	Earth	Wind
Rursan Reaver (2)	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0
Rursan Reaver (2)	×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Enemy Variant	Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Rursan Reaver (2)	100	100	100	100	100	100	Immune
Rursan Reaver (2)	100	100	100	100	100	100	Immune

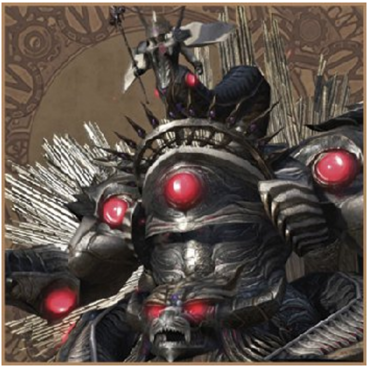
Effect Resistances

Enemy Variant	Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Rursan Reaver (2)	Immune	Immune	Damage=16%	Immune	Immune	Immune
Rursan Reaver (2)	Immune	Immune	Damage=16%	Immune	Immune	Immune

Phantoma Harvest Pattern

Enemy Variant	Level 1-50	Level 51-80	Level 81+
Rursan Reaver (2)	Generic Enemy 3	Generic Enemy 4	Generic Enemy 5
Rursan Reaver (2)	Generic Enemy 3	Generic Enemy 4	Generic Enemy 5

The Rursan Arbiter



Basic Information

Recommended Locations	Base HP	ATK	MGK	DEF	MGK DEF	Base EXP	Rage Mode
Mission 8-1	15,000	100	—	100	50	68	—

Physical Resistances

Ballistic	Impact	Piercing	Cleaving
×1.0	×1.0	×1.0	×1.0

Elemental Resistances

Fire	Ice	Lightning	Water	Earth	Wind
×1.0	×1.0	×1.0	×1.0	×1.0	×1.0

Status Resistances

Burn	Freeze	Shock	Poison	Stop	DEF Reduction	Stun
Immune	Immune	Immune	Immune	Immune	Immune	Immune

Effect Resistances

Knockback	Flinch	Breaksight	Killsight	Death	Zantetsuken
Immune	Immune	Damage=5%	Immune	Immune	Immune

Phantoma Harvest Pattern

Level 1-50	Level 51-80	Level 81+
—	—	—